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August 1992

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## Editorial

Sadly, we have had to close *Professional Amiga User* magazine. Happily, *Australian Commodore and Amiga Review* is stronger than ever.

The departure of our more serious cousin means that the *Australian Commodore and Amiga Review* will, starting this issue, contain a wider spread of articles. These will range from tutorials for complete beginners to more serious in depth evaluations of heavy duty packages.

To help make this possible, starting next month we will be reducing our C64 content down to a one page column. Although the old C64 is close to my heart, readership demand is diminishing rapidly and new products are virtually non-existent. Owen James will continue to act as a sign-post to different C64 outlets, publications and BBS's around the country, and hopefully this will be of some help to our regular C64 readers.

As of this month, you'll also notice the front cover of *Australian Commodore and Amiga Review* contains a ray-traced image, much like what used to appear on the cover of *Professional Amiga User*. Each month we will be looking for interesting images to fill this spot. They should be rendered in 24-bit and be at least 750 x 1000 pixels in size. Best results are obtained from images of 1500 x 2000 pixels. This month's picture was modelled in *Imagine* by Peter Ward. The front cover is produced using *Professional Page*.

Everyone seems to be enjoying the new columns added earlier this year - CanDo, AMOS and Education. Your feedback to the writers is important, so please write to them care of the magazine, even if it's just to let them know you appreciate the column and perhaps throw in a few ideas on what to cover in the future. We're currently looking at adding new columns on Desktop Video, Desktop Publishing and Amiga in Business.

Some of these decisions have been based on conversations I had with many of you during the World of Commodore Show. Thanks to everyone who visited our stand - sorry we couldn't chat longer. The show was a big success for exhibitors, with dozens of new products making their first appearances. Many of these will be reviewed over coming issues including the first PAL Chroma-Key unit, Opal Vision, *Scala 2.0*, *Professional Draw 2.0*, new GVP accelerators, new CSA accelerators, add ons for the A600 and lots more!

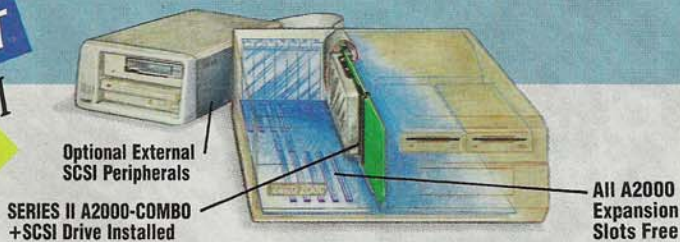
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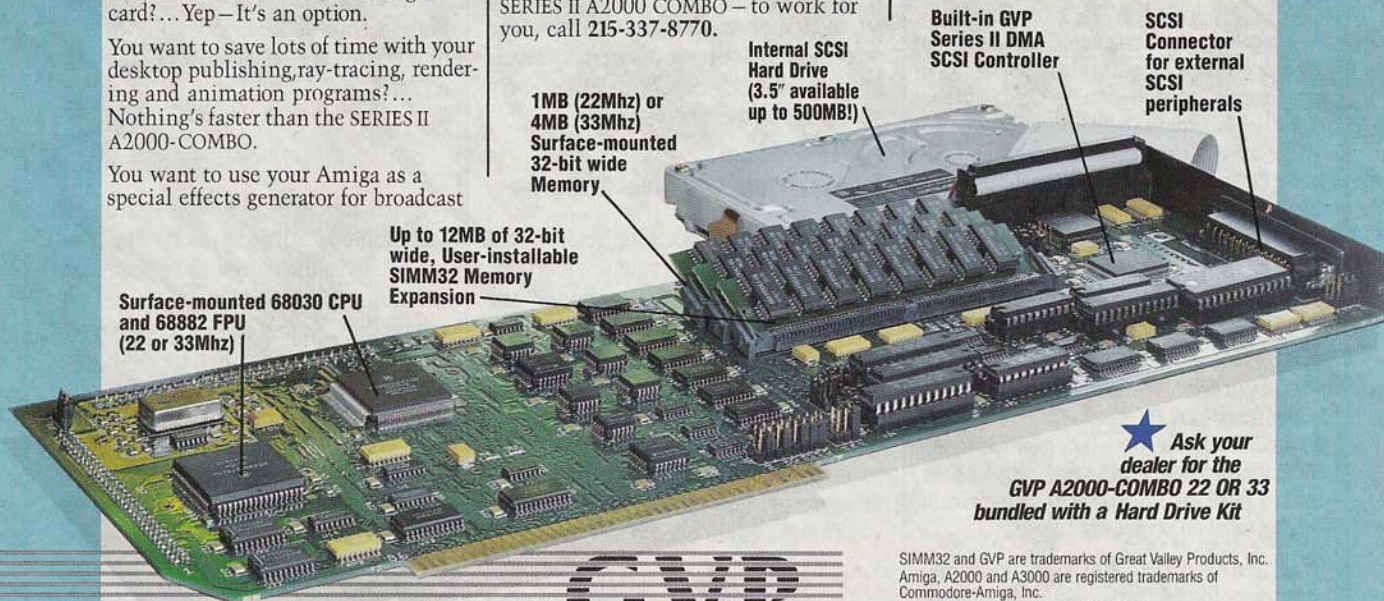
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## UPDATE COLUMN

Well, what a great Show the Commodore & Amiga Show was this year at Darling Harbour! We were literally run off our feet! The interest in WORDSWORTH and HOME ACCOUNTS 2 was unbelievable and those of you who were fortunate enough to be there will have seen the demos being done by Digita personnel from England. At the Show he was giving away a Fonts Disk for Wordworth which has a value of \$50. He has left us 20 of these disks, so it is a question of first in first served. If you buy Wordworth from your local retailer now, send in a copy of your receipt with your Warranty Card and we will then send out the free disk. Also, while he was here, we have agreed on a total upgrade and service policy for Australia and by the end of August you will be able to upgrade your Wordworth packages as new ones become available and also Home Accounts 2. The other good news is that Digita, who write Kind Words 3, are going to allow you to upgrade directly to Wordworth for a very reasonable price. I don't have details yet but will certainly in the next Update Column.

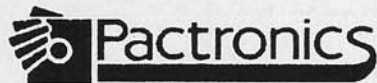
The other major points of interest were the new Alfaskan with Migraph OCR, the only one of its kind in the world and, probably the biggest selling product of the Show, EASY AMOS. I think I've said this before, but if you have an Amiga and don't have Easy Amos you have really only got 75% of the Amiga.

We are getting a lot of calls from C64 owners who are finding that many retailers have now dropped programmes, datasets, etc. for the C64. If you care to ring in giving us your name and address we will send you out a full list of everything we have for the C64 and you can then order the products through your local Commodore store. One product we have had a lot of enquiries for is Saracen Paint, an excellent drawing programme for the C64, and we still keep a very good range of business, educational and games for your computer.

Most of you will be familiar by now with the Fun School range V2.0, 3.0, & 4.0. The distributors in England, Europress, have now released Maths and English programmes on the Amiga for older children 11-12 and 12-13. These programmes, in keeping with Fun School, are superb.

Finally, just a reminder that if you want to upgrade your memory on the Amiga insist on the Alfaskan 2 meg Memory Boards, both with 512K on board or with the full 2K meg and of course they also produce the excellent Kick Start Switch for those of you with the new Amiga Workbench 2.0.

Pactronics Pty Ltd, 98 Camarvon St, Silverwater, NSW (02) 748 4700



# Ram Rumbles

## Rumours Department

If you're still living in hope that a PAL Video Roaster might be on the cards, you'll be happy to know that a small number of prototypes are now floating around the world. The PAL version is a complete redesign. No dates on the final version have been released and officially no-one's talking about it. If Newtek don't deliver, OpalVision's Video Roaster may well fill the void, with some amazing Digital Video Effects including wrapping live video around a sphere as it bounces around the screen. The Roaster software is in development, and they expect to deliver early next year.

## Amigas in the Media

Any Amiga user that has been watching some of the latest music videos on TV, in particular *James Brown is Dead* by LA Style, should have noticed a small Amiga mouse pointer flash momentarily on the bottom of the screen. The video now and then has big words fade and shoot across the screen which seems to have been done using an Amiga. Thanks to Mark Sorensen, Wantirna, Vic for that eagle eyed observation.

## Gripes in the Weekend

"I have a gripe. I refer you to the advertisement from the *Weekend Australian* for the Mac. Doesn't it make you sick to see the ignorance of Apple's sales people claiming that the Mac is the only PC to run Mac and MS-DOS. As you know, the Amiga has been doing Mac

and MS-DOS and Atari as well as several others for ages. This ad could almost be considered a blatant lie.

"Now on a lighter note, I upgraded my A500/A590/3M ram system to Release 2.04 recently. It is fantastic (as your reviews have said) and well worth the \$147. I was quite amused to see the "AmigaDOS Release 2 Compatible" sticker on the box. I should certainly hope it is.

"Now for a media spotting. Our beloved Victorian Premier, Mrs Joan Kirner, was shown inspecting the plant where Tabaret (Vic Pokies) machines are made. I was pleased to see dozens of Release 2.0 startup logos on the screens of these machines. They appeared to be A2000 boxes in a video game cabinet. I think that all the machines are networked together. Which reminds me, how about some reviews of Amiga networking hardware and software? Once again, well done on a fine magazine." - Darren Steven, Clifton Hill, Vic.

Well Darren, the network card reviews are scheduled for the month Black Knight ship us a review copy of their new boards and software for under \$400 a piece.

## Mini-Series

"Just reporting a media spotting of the fabulous Amiga, an Amiga 2000 turned up in the recent mini-series *The Cloning of Joanna May* which was presented by Channel seven. The two part mini-series was screened in Melbourne on Monday the 18th and Wednesday the 20th May. The computer can be initially seen in the first 16 minutes of footage of the first two hour part. A second computer appears later in the first part but as it is in the background I am not sure of it being of Commodore origin, but from what I can discern it might just be an Amiga 3000. Maybe a little 24 bit image enhancement would do the trick" - Greg Buresch, Doncaster, Vic.

Thanks to everyone who contributed to this month's Ram Rumbles and Amiga Media Moment section. Keep those letters rolling in. Next month we have a surprise prize for the best entry!



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# NOTEPAD

## Scenery Animator

Visitors to World of Commodore enjoyed a look at this amazing new scenery generator. Below is a rendering from the new version of *Scenery Animator* from Natural Graphics.

It features some oak trees at 50% coverage with the new sky blend feature activated. *Scenery Animator* also does redwood trees - you can even mix the two in the same picture. It took around ten minutes to render on my 030 equipped A2000. Try your local Amiga dealer for more information - there is no Australian distributor.

## C64 Sales Strong

Word is that CBM sold 800,000 C64 units last year, most of them in Eastern Europe, the ex-Soviet Union and many "Third World" nations. Folks, that is one of the biggest years ever for the C64. That also puts a nice foot in the door for future upgrades to, say, the new A600.

## GVP Upgrade PVA

GVP has finally finished the colour splitter they were working on for the IV24 board and the real good news is that they are giving it away to all the people who purchased the IV24 and didn't get one. Future IV-24 purchases will include the colour splitter.

With the Splitter release, GVP has fulfilled its promise of a complete product. Anyone that doesn't have a splitter needs to contact their dealer to order it. It has a software update in the package. All new IV-24s will be shipped with splitters, but at this point, all splitter orders will be

handled before new IV-24 packages are shipped. The new packages will have the splitter in them. The versions are: IV24-NTSC/VIU-S, IV24-NTSC/VIU-CT. -S is the standard splitter. -CT is the Component Transcorder. For more information call Power Peripherals (03) 532 8553.

## Amiga OCR Software

The Amiga finally has OCR software, but it doesn't come cheap. Migraph's price is \$299 US and 2.5 megabytes of RAM. Four megs and a 68030/25 are recommended. Watch for news of local availability soon.

The program can read monochrome (two colour) IFF or TIFF files. Fonts from 8 to 18 points can be recognized. The software comes with 20 popular fonts pretrained and can train to any font, any language, any character (within the point size limit). Both fixed space and proportional fonts are supported.

300 dpi scans of NLQ or LQ text yield the best results. Columnar text scans are supported. Migraph OCR works with KS 1.3 and 2.04 but requires more than two megabytes of free RAM and likes four or more. While the system will work with an MC68000 based machine, Migraph rec-

ommends at least a 25 Mhz 68030 for anything more than occasional use.

Suggested list price is \$299 (US) and Migraph OCR can be purchased direct. Migraph OCR should soon be available from your Amiga dealer. Migraph also sells a hand-scanner and scanner tray for those who don't have access to a scanner.

## 386SX Bridgeboard

Fresh out of the rumour mill comes more information on the now very late '386 based Bridgeboard. According to the latest electronic mail the specifications read like last year's technology; 20 MHz 80386SX, 1 Mb RAM (can be increased to 8), CGA video on the motherboard (what a joke!). The board uses the Amiga's serial/parallel/disk drives/hard drives/mouse and is supposed to be a single-board package like the XT-Bridge, not a dual-board type like the AT-Bridge. That helps a bit, but the CGA video is a joke. It should have at least EGA if not 16-colour VGA. The circuits for either don't take up enough space to really make that much difference. Still, the specs are only second-hand and we haven't seen silicon yet ... The expected price is \$779 Canadian.

## Workbench 2.1

A beta-test copy of Workbench 2.1 has been floating around pirate BBSs - it may be unstable so if you're using it, watch out for the wrath of Commodore and unexpected system problems. Workbench 2.1

is copyright, so it should not be freely distributed.

Anyhow, here's the scoop on what it does. Currently WB 2.1 is a five disk set. The Preferences options supposedly now support an 8-bit colour range (256 colours) and a CrossDOS like alternate DOS system is built in for MS-DOS. A "locale.library" is used to increase support for non-English





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A2000 GFORCE030-50 MHz	\$2770
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using Amigans. IDE drive support may also be added. A postscript printer driver is included and some of the preference programs have been enhanced. Most of the improvements are behind the scenes. Stay tuned for more information.

### Amiga Laptop Still Possible

Newer Technologies, the company that has announced the Amiga laptop that CBM blasted, is rumoured to be taking orders for two models that will be shipped WITHOUT CUSTOM CHIPS. The purchaser is supposed to supply the custom chips (hmmm... those old A1000s may be good for something after all). A number of early third-party Macintosh laptop/portable manufacturers used this trick with Mac ROMS.

Just a side note. With the A600's motherboard being so small, and the integrated PCMCIA slot, it would be much easier to turn it into a laptop than any previous Amiga. There is still the problem of power-hungry chips, though.

### High Density Drives

High Density floppies are now available from Commodore. The Part # is 313248-01. Price is around US\$159. They are currently out of stock, but you may be able to place an order for them.

### Beware X-CAD!

Applied Vector Technologies have folded - don't send any money, according to subscriber C Creswick who recently sent in for the upgrade and was billed \$260 and then found out they'd folded! Address for enraged letters: 1040 Uxbridge Rd, Hayes Middlesex UK.

### Personal Time Base Corrector

To virtually eliminate generation losses, colour bleed and interference, sync problems that cause top of screen flagging and that make vertical lines a wavy mess - the personal Time Base Corrector (TBC) is a professionally specified infi-

nite window unit that plugs into any Amiga 2000 with full software control of video levels, colour balance, Y/C delay and genlock timing.

It suits VHS, S-VHS, Video8 and Hi8 with PAL composite as well as S-Video inputs and outputs. Ideal for A/B roll editing, it also eliminates superimposing timing problems associated with video processor/mixing equipment. Stand alone units available too. Bandwidth is 5.5MHz, S/N better than 58 dB. RRP \$2,499.

Available from Interactive Video Systems P/L, 18 Appleby St, Balcatta WA 6021, (09) 349 6492, fax (09) 349 5155.

### Personal V-Scope

A personal video signal analyser (professional vectorscope and waveform monitor) that plugs into any Amiga 2000. By using a standard composite monitor you can display your video signals, check their quality and make adjustments just like the pros do. Software controllable with superimposing/switchable display modes to allow dual monitor use. Accuracy better than 1%. RRP \$1,899. Available from Interactive Video Systems P/L, 18 Appleby St, Balcatta WA 6021, (09) 349 6492, fax (09) 349 5155.

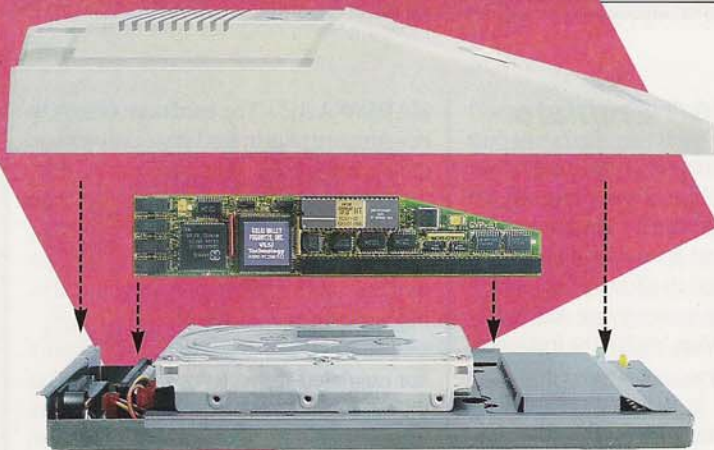
### Scala 2.0

Following the huge success of Scala 1.0, version 2.0 is now shipping with a massive number of new functions which turn this into a full multimedia package. The new shuffler enables the user to see and edit a whole presentation at a glance. The layout of the main menu has also been improved. The user may now add columns or remove them. You can now jump from one menu to another, reducing considerably the number of mouseclicks needed to edit a presentation.

For interactive applications there are more choices available with a new interactive menu and improved buttons to make it both easier to construct and to use an interactive application. Two demo disks are included in the Upgrade kit, giving examples of how the new features and functions can be utilized. The same demo material is included in the full Scala MultiMedia package.



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- ▶ Unique Internal "Mini-Slot" Expansion Connector and Fan for Cool, Reliable Operation.

▶ Includes Dedicated Power Supply ensuring that your A500 power supply is not overloaded (a MUST for adherence to Commodore specs).

PLUS, now we offer something NO OTHER HARD DRIVE SUBSYSTEM can, an optional plug-in 16Mhz 286 "PC" Emulator!

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In fact your warranty worries are over, because the A500-HD8+ as well as the optional GVP/PC286 emulator module are now warranted for 2 FULL YEARS!!

The GVP/PC286 "Mini-Slot" module features:

- Runs MS-DOS (V3.2 or up), Microsoft Windows<sup>TM</sup> and literally thousands of PC applications. NOTE: MS-DOS Operating system is NOT Included.
- 16Mhz 80286 CPU. Up to 15 times faster than IBM's original PC!
- Complete Hercules<sup>TM</sup>, CGA, EGA/VGA (monochrome) and T3100 video emulations. MS-DOS applications can use the A500's<sup>TM</sup> built-in parallel and serial ports transparently.
- Use the A500's floppy drive(s) to read/write MS-DOS floppies.
- Let's your A500 run MS-DOS and

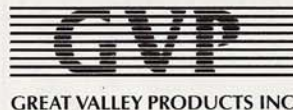
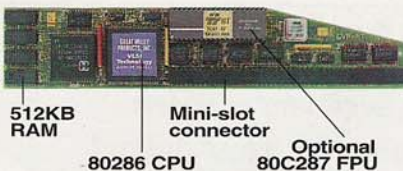
AmigaDOS Applications Concurrently!!

- 512KB of On-board Memory (RAM) for exclusive use by MS-DOS. Transparent access to the A500's memory for MS-DOS applications requiring more than 512KB of memory!
- Socket for optional 80C287 (CMOS) Floating Point Unit.

PLUS, your Series II A500-HD8+ matches your Amiga<sup>TM</sup> 500's good looks line-for-line and curve-for-curve.

So... Be Smart, before you buy anyone else's A500<sup>TM</sup> hard drive or RAM expansion system, ask the question: "Does It Have a Mini-Slot"? Why settle for anything less?

### GVP/PC286 MODULE



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# ANNOUNCEMENT

## From July 1

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DEJA VU Software titles include;  
 Monster Island, Power Base,  
 Word Factory, Music Engine,  
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 Power Planner, T-Tecmaze,  
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 Magpipes Clip Art, C-Text (AMOS  
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## New MAC Emulator

Although rumoured to be possible vapour-ware, here's the low down on the latest in Mac emulators. In fact this package is touted as an open-ended emulation platform designed to allow the emulation of virtually any computer at hardware-related speeds. Here's what the latest brochure had to say ...

EMPLANT is a hardware/software product that is designed to allow the emulation of virtually any computer using the Amiga. A simple software driver and ROM(s) from the computer to emulated are all that is required. Features and software compatibility will depend on the software driver.

The hardware holds the key to emulation speed. Every effort was made to make the hardware versatile enough that we should never have to upgrade it to handle the emulation of forthcoming computer systems. For this reason, we have included components that may never be used, however, this does insure the fact that we are prepared for the future.

The Mac series of computers, although different from one another, share the same basic technology. We can replicate this technology by emulating the Mac's custom chips through a reliable hardware system. All timers, interrupts, and clocks are handled on a hardware level so that speed is identical (or even faster) than the real computer being emulated.

Support for custom EPROMs, static RAM, and SIMM modules makes our hardware compatible with all existing methods of storing a computer's operating system. This versatility also allows us to create adapter boards if some new method of OS storage becomes available. The EMPLANT hardware has four empty 28 pin ROM/RAM sockets provided for use with operating systems that are stored in DIP format (such as 128K Mac+ ROMs are). These sockets can also be used to store your own utility software in EPROM format. We plan to release a utility package that will be literally at your fingertips. Another option is to fill the four sockets with 32Kx8 static RAMs, giving you 128K of extra RAM that you could write protect and make auto-booting, which would be handy for floppy-only customers.

**HARDWARE** - The hardware comes in two forms: a plug in card that occupies one of the Zorro II/III slots on your A2000/2500/3000, and a plug in card that fits on the expansion bus on your A500/1000. For the A500/1000 version, there is a pass-thru that allows you to plug in your existing equipment.

The Apple Nu-Bus expansion ports are not emulated through hardware because they are now RAM-based device drivers which operate faster than a MAC's own hardware.

**OPTIONS** - High Speed Mac Serial Ports/Apple Talk Support.

The Mac serial port is not emulated, it is duplicated - using the exact same standard dual high speed serial interface IC. Apple Talk is completely supported through this port like the Mac, via a 8 pin mini-din connector. This dual high speed serial port can be used on the Amiga side as well, allowing the connection of two serial devices operating independently. Communication speed on these ports are a maximum of 230.4K baud, which is the speed at which Apple Talk runs. Maximum modem speed is generally limited to 57.6K baud.

**SCSI INTERFACE** - A simple, non-autobooting SCSI controller using NCR8490 high speed controller IC. Capable of non-DMA transfers up to 800K per second. Support for up to seven SCSI devices including CDROMs, tape backup units, and hand scanners. This SCSI interface can be used on both the Amiga side and the MAC side, independently or simultaneously.

**SOFTWARE** - The Mac IIx emulator software is simple since the majority of the emulation is done on a hardware level, giving both better compatibility and equally important, emulation speed.

The software reads the Mac ROM SIMM module that is installed on the EMPLANT board, dumps the ROM image into a block of memory, and patches the image to run on your Amiga. One intelligent move on the part of Apple was to define "global" variables for their operating system. This makes it relatively simple to move the code around without a



## TechnoSound Turbo

Simply plug your sound source into the unit and fire up the sampling software. New multi-tasking software features a MIDI sequencer, and a host of exciting special effects including real-time echo, phasing, pitch shifting and other voice synth effects. **\$79**  
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Uses all Amiga ports  
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### Amiga Side

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Name and address organiser

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## Sound Enhancer

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## Audio Gallery

## Talking Picture Dictionaries

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Use your Amiga to create special effects on video with this Genlock from Roctec.

## Video Digitiser/Colour Splitter **\$499**

Combines colour splitter and DigiView compatible digitiser in one box. Featuring saturation control, S-VHS or composite input, manual or auto colour select, external power pack, cables for connecting Auto-Select Module and ColorView software.

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With S-VHS, RCA and Scart inputs and outputs, this unit allows any video equipment to be connected together.

## Flicker Free Video (ICD)

**\$475**

Eliminates flicker on any Amiga. Plugs into Denise socket.

## Phoenix A1000 Motherboard

Includes 68881/2 socket, SCSI controller, A2000 expansion slot and video slot; 8 MB daughterboard connector, battery-backed clock, sockets for 4 Kickstarts (1.3 supplied), drive swap switch.

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lot of hassles. Since the Mac IIfx is a 68030 based machine, it has a AMU or PPMU to map memory into various locations. Using a 68020/30/40 with an MMU allows virtually 100% compatibility when running Mac software on the emulator. Another big advantage of having a MMU in your Amiga is that the emulator will multi-task with the Amiga.

You can transfer files back and forth between file formats without the need of transfer software. The Mac IIfx operating system supports a FFS (Foreign filing system). This is the link to the Amiga. ANY AmigaDOS device can be used on the Mac side. This means that floppies, hard drives, CD ROMs, and even non-standard AmigaDOS devices (such as MessyDOS) can be used as valid devices on the Mac side.

Full colour (up to 256 colours) can be emulated with various 12bit and 24bit video boards. Support for DCTV, HAM, Firecracker, and others is provided by video device driver software modules. Up to 16 colours can be displayed using the standard Amiga video output.

Sound is emulated exactly via PAULA. The Mac IIfx has four channel stereo sound nearly identical to the Amiga, so this is easy to emulate on a software level using the existing Amiga hardware.

The Mac 400/800K disk format is emulated by using the already successful Sybil hardware package. High density (1.44mb) floppies are supported via the CBM 1.76mb drives, as well as "do-it-yourself" high density drives that many people have built themselves. Complete interface schematics will be provided (along with information where to find the necessary components and the high density drive mechanics) with EMPLANT so that anyone with the basic soldering skills can build their own high density floppy drive.

**FUTURE EMULATION** - Since the EMPLANT's hardware is so versatile, a completely new and different computer can be emulated by just changing the emulation software patch and the ROM(s). Mac IIfx, Mac Quadra, Mega ST, and IBM AT (386/486) emulators are planned in the future.

**PRICE** - Current retail price for the basic EMPLANT system is US\$199 + shipping. Basic EMPLANT system with high speed serial ports/Apple Talk support is US\$259 + shipping. Basic EMPLANT system with high speed SCSI interface is US\$259 + shipping. Deluxe EMPLANT system with both high speed serial ports/Apple Talk support AND high speed SCSI interface is US\$299 + shipping. All EMPLANT packages described above come with the Mac IIfx emulation software and necessary device drivers. The EMPLANT systems will be shipping no later than the third week in July of 1992. Product specifications and prices are subject to change without notice!

To be placed on a mailing for more information, please contact Utilities Unlimited at: 1641 McCulloch Blvd. Suite #25-124 Lake Havasu City, AZ 86403 (602) 680-9004.

We have found that Apple currently is allowing the sale of 256K (Mac IIfx), 512K (Mac IIfx), and 1meg (Quadra) rom simm modules. The average price is about \$90 for each. Support BBS: (602) 453 9767 Office: (602) 680 9004.







# Letters TO THE EDITOR

## Turbo Pascal

I had previously been a Turbo Pascal programmer on an At and since purchasing my Amiga 2000 I was keen to continue my programming with a high level language on the Amiga platform. What is available these days? What do professional programmers use? What is the difference between SAS C and Latice C? Do they have compilers built-in? Is AMOS the best?

**Ed:** *Pactronics have just started shipping a Turbo Pascal compatible product for the Amiga. HighSpeed Pascal from HiSoft sells for \$299. For more information call Pactronics on (02) 748 4700.*

## Ideas To Improve

Dear Andrew, First of all a top magazine for a decent price (what a change). I have a few ideas I thought I would share with you for the magazine.

1) How about a free disk every now and then as a bonus for the readers. Would this put the price up much if it became a regular thing, as I don't think the readers would worry too much about a dollar for a disk and a few public domain programs.

2) How about doing a readers' survey to see what it is people most want to see covered.

3) Do you think there will be any software companies that would be able to do something like what they do in the UK with no prices being over 10 pound. Is it possible? Over here that's only about \$30 isn't it?

Thanks for your time and your magazine.

*P Woolnough  
Taree, NSW*

**Ed:** - 1. Good idea, we're looking into it. 2. Watch for a reader survey in our next issue. 3. The UK market is many times larger than Australia, which means distributors can offer a lower price thanks to higher volume consumption. We also have to pay a lot for freight. If you work it out, the \$40-\$50 we pay here for most games is about right, however I must agree that some titles which push the \$80 mark when the same program is half the price overseas is a bit hefty. However, sometimes the low prices you see are due to dealers and distributors slashing their own profit margins, which is great for the consumer in the short term. At the end of the day it can mean the dealer is going out of business, and the distributor is about to collapse leaving a huge debt to the software publisher, meaning you'll see less software next year. So discounting isn't all good.

## No Disk Magazine

Dear Andrew, I was amazed to read a letter in the magazine from M Harvey of Tregear, NSW. The idea of putting ACAR on a disk like the plethora of other overpriced disk based magazines is awful. How will I be able to read your wonderful prose while on the loo or during lunch at work? Perhaps I'll need to put my computer desk on wheels.

The good looking girl on the cover is a brilliant idea. Maybe we could all look forward to a page three girl or a centre spread, and who knows *People might*

start doing computer reviews!

As for the daily paper having better printout; I couldn't agree more. I personally collect the many wonderful glossy pictures that appear in each days "Telly" and proudly display them upon my walls. Furthermore everyone knows that good quality print should come off on your fingers.

M. Harvey also suggests taking a good look at some of the women's magazines. Good idea. How about a picture of the Queen on the front and a couple of cake recipes inside? Could it be that M. Harvey is having us on? I hope so.

Keep up the excellent work. "You've all done very well."

*Darren Healey,  
South Windsor, NSW*

## Are You For Real

Dear Andrew, Congratulations on the June ACAR. There is a marked improvement over the previous issue. I read with some interest the letter to the editor in May, titled "Are You For Real", in which M. Harvey criticised the magazine, but did so in a constructive manner, offering ideas and suggestions. Well done one and all. The ACAR is by far the best Australian periodical for the Amiga, and if this current attitude of improvement continues, it will remain the best for many years to come. The A600 sounds very promising. I look forward to test-driving one soon.

*Simon Kaddissi,  
Bankstown, NSW*

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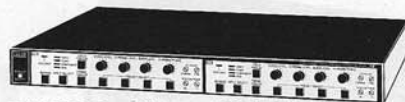
## I.DEN Corporation (Japan)



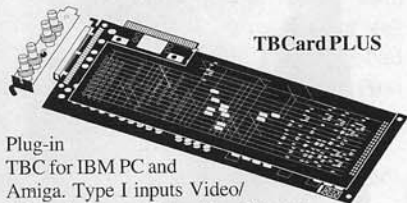
**IVT-9SP(M) Digital Time Base Corrector**  
Inputs Video/YC/YUV/U-Dub (High & Low). Outputs Video/YC/YUV/U-Dub (High & Low). 4:2:2 sampling, Y&C noise reduction. Also available minus 4:2:2 and Y&C NR as IVT-9SP.



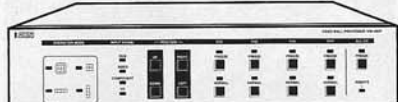
**IVT-7P PLUS Digital Time Base Corrector**  
Inputs Video/YC/YUV/U-Dub Low/VHS-Dub. Outputs Video/YC/YUV. Also available minus YUV in/out as IVT-7P.



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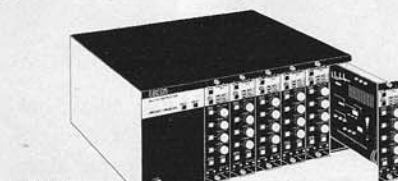


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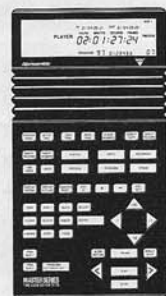
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**IDM-Z2P Digital Video Processor**

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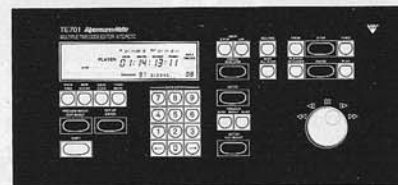


## Alpermann+Velte (Germany)



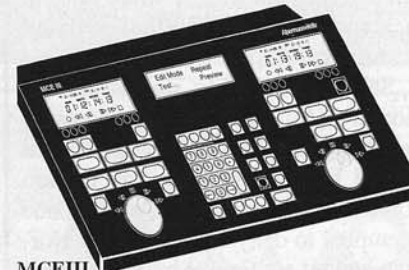
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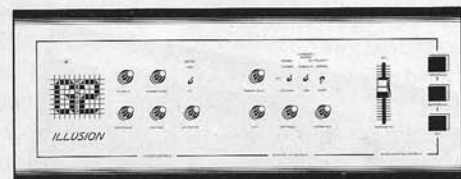
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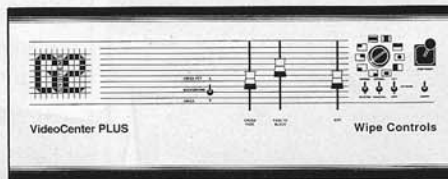


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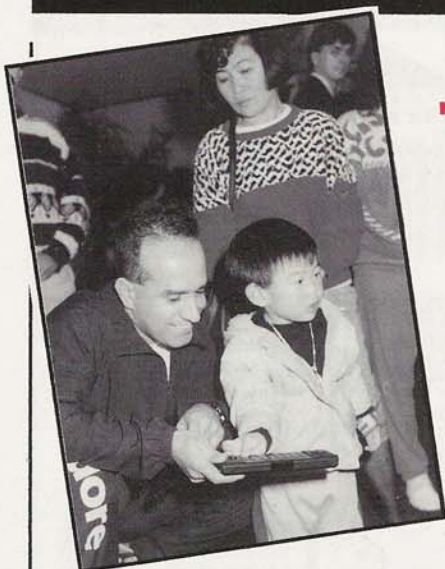
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# The Wonderful World of Amiga, Sydney 1992



**A**miga is alive and well down under. The recent World of Commodore Amiga show at Darling Harbour was, by any measurement, a staggering success. There were nearly three times as many stands as last year and the heavies had joined in. That Microsoft found it worthwhile to be at the show says much about the new found maturity of Amiga World.

Sales were simply staggering. Although the final figures are confidential, the smiles on exhibitors' faces were caused by sales of over one million dollars. It was rumoured, and no one attempted to deny it, that Harvey Norman had hit six figures by four o'clock on the first day.

All the exhibitors bar one signed on for next year's show and several ordered stands twice the size.

Seen from the ACAR stand, the only deficiency was in the number of schoolchildren who came to see the show. Schoolchildren are the big customers of tomorrow and the serious customers of today.

Pat Byrne, the managing director of Commodore, was in total agreement and said that next year, for certain, there will be a big push to get more young people to the show.

Commodore opted for a more open display, which had a cleaner, slicker look than last year's display. A stage area at the centre was utilised by exhibitors to demonstrate product, along with running demonstrations of CDTV and appearances from guest celebrity, Stephen Woodmore, the world's fastest talker. In fact, this year Commodore had gone show business with a musician,

Pixie Jenkins, playing hillbilly style on a fiddle and comedian, Paul Martell, entertaining us for breakfast.

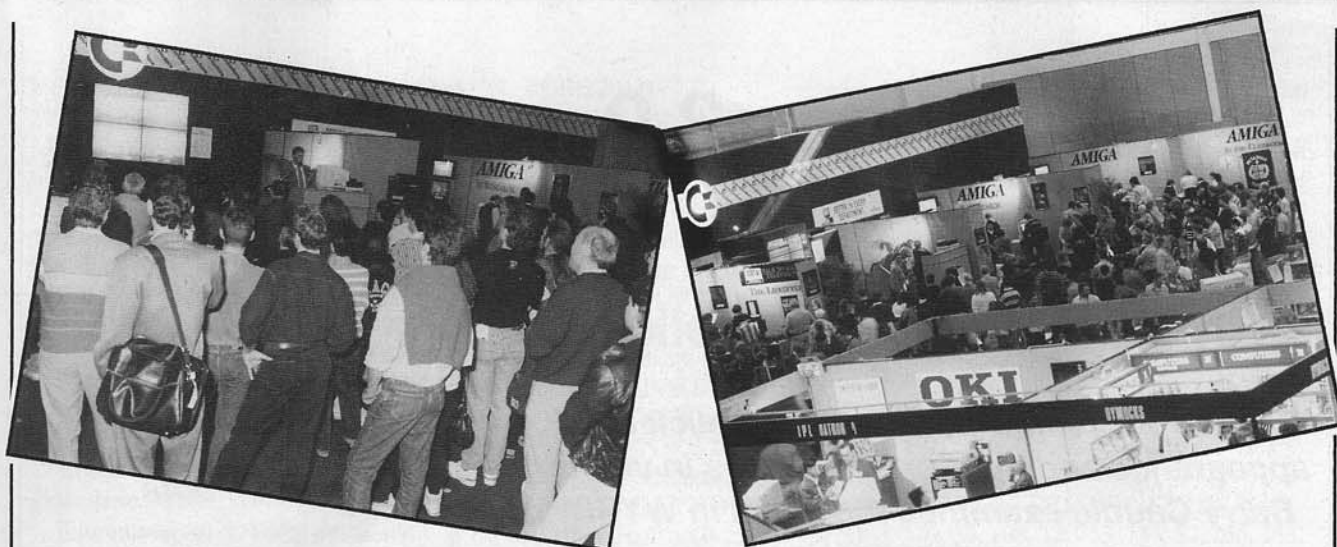
ACAR opted for its usual stand staffed by the rag, tag and bobtail that edits this magazine. All of us were there, with brief appearances by Gareth Powell who insisted on wearing a press badge and a mobile telephone to suggest that he was important.

Stars of the star spangled displays were, for our money, OpalVision and Scala stole the show in terms of new products, with the Amiga 600 running a damn close third. However, the big attraction for most attendees was the amazingly low prices on hardware. CDTV hit a new all time bargain \$599.

No one could help but be impressed with the 25 new transitions, addition of sound, music, EX modules and much







more that Scala offered. Scala is truly the ultimate in presentation and multimedia software. A full review of *Scala 2.0* will appear next month.

OpalVision missed out on having finished product for the show by a few weeks. However, their stand drew large crowds as Gary Rayner and company demonstrated the power of the almost complete *Opal Paint* software. We also had a sneak preview of *Opal Presents*, along with an under glass preview of the new Roaster chip. Stay tuned for some truly awesome DVE's from this little baby. *Opal Paint* should be reviewed in our October issue.

Matrix showed an NTSC converted video which showed off the first ever PAL Chroma Key unit. The Rockey and Rockgen Plus are promised to offer high quality DTV chroma keying, so

you can produce your own *Land of the Giants*, weather man effects or take a stroll through computer generated landscapes. An exciting product - the test will be in seeing the quality of locally produced video. Watch for a review in covering it in full detail in our September issue.

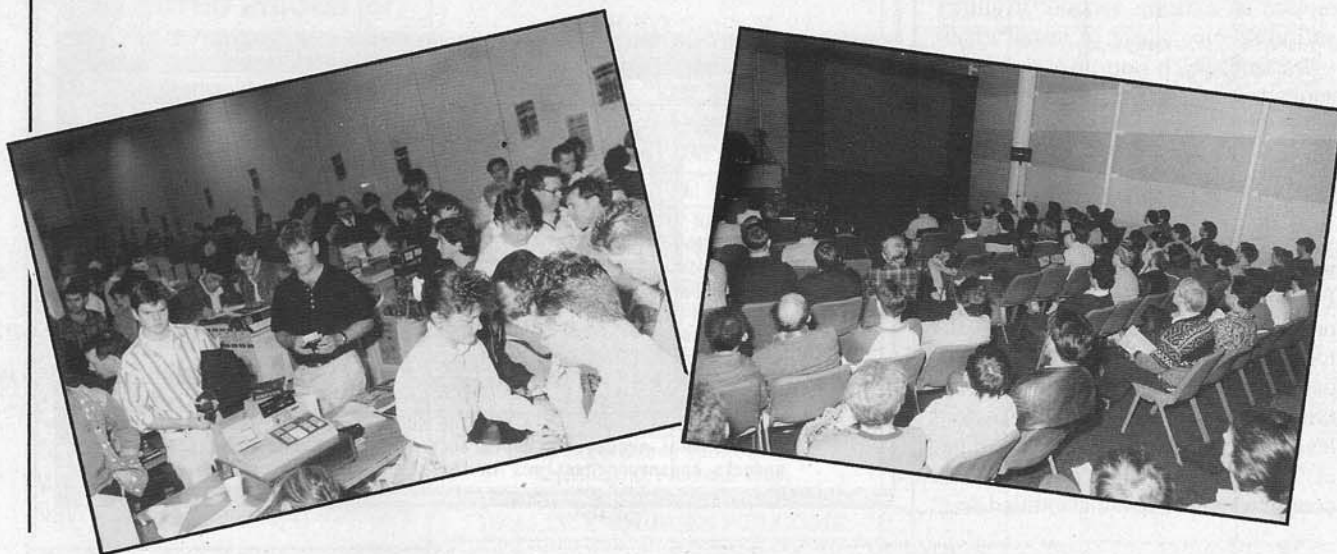
Hard Disk Cafe, Computer Spot and Harvey Norman all moved lots of Amiga product out the door, whilst many smaller companies showed us how many ways there are to expand your Amiga. A600 hard drives appeared, and a Commodore employee was seen waving around an A601 RAM expander for the A600. Shipping soon hopefully. Several visitors to our stand showed off credit card RAM expanders which were compatible with the A600.

Mindscape demonstrated its Miracle

piano and by show's end every single one in the hall had been sold.

Some vision cards were being demonstrated on PCs (ugh!) and showed that what we could do on our Amigas four years ago can now be done on PCs at a lower quality and for only twice the price. Of course, with the new AAchip set we move further ahead.

As always, World of Commodore Amiga was a pretty hectic time. It gave the industry a strongly positive view of the future of Amiga. The next promises to be bigger and better, so if you didn't make this one, start planning now for '93. We will be revising the ACAR stand somewhat. Maybe next year we will have the whole stand created in Virtual Reality.





# Excellence 3.0

## Heavyweight

### Wordprocessing excellence!

**3.0 packs new punch with its slick new appearance and many new features in version 3. Barry Caudle examines the latest in WYSIWYG wordprocessing.**

I received my copy of *excellence! 3.00* as an upgrade direct from Micro-Systems Software in the USA. The package contained three new program disks and a 56 page supplement to be used in with the original manual. In appearance it now has 3-D look and new requestors in the style of Workbench 2.0.

#### Installation

System requirements are a minimum of 1Mb of RAM and Workbench 1.2 or higher. Some of the new features are only available under Workbench 2.0. A hard disk is the most effective way to use *excellence!*. The hard disk install program provided will do a new install or replace an existing version. It allows you to specify where to install *excellence!* and which start-up script file to automatically add the required assigns to.

#### Setting Up

There is a new Preferences requestor with a number of new features. The Document Panel controls a number of new settings. Auto-Save which will automatically save the document at user determined intervals or warn you it's time to save. The number of backup levels may also be set up to a maximum of 99 copies. A gadget is available to control whether a default "untitled.doc"

document is created when *excellence!* is loaded.

The Display Configuration Panel is used to change the display mode and colours. New display modes include Productivity Mode and support for the A2024 monitor. The Palette button brings up a requestor to change the number of colours up to a new maximum of sixteen colours. Individual colours may also be changed to suit individual taste. The Colour button brings up a requestor to change the colours of *excellence!* screen elements from the Palette of colours displayed.

Two other buttons access the Grammar and Speech options requestors. The Grammar requestor has many options to customise the operation of the Grammar

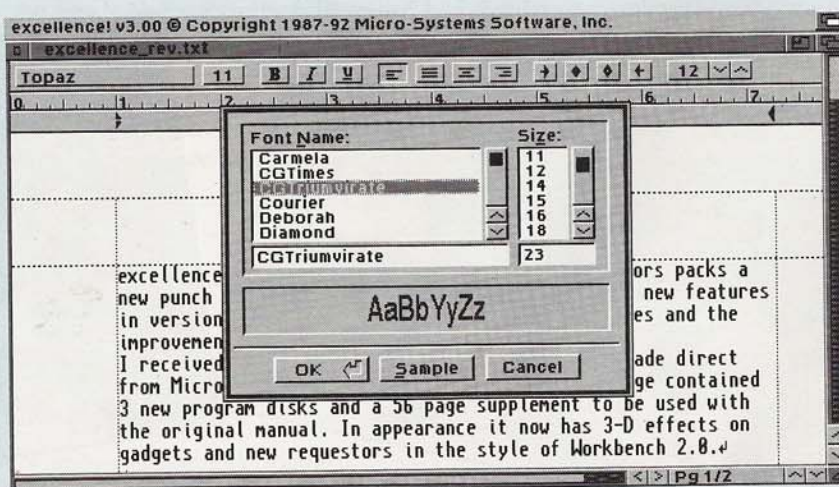
checker. The Speech requestor controls the sound of documents read by the Vocalise menu option. It includes a test button and a box into which test text may be entered for replay.

The Page Setup requestor has been updated and the columns option now supports up to eight columns. When using columns the minimum column width allowed is .25" or 6.35mm.

#### Working With Documents

There is a new File Requestor with a number of new features. Selecting the Disk gadget causes all the mounted disks and assigns to be displayed. When selected the Disk gadget changes to a Files gadget. To back out of a draw there is a new Parent gadget. The files listed are controlled by the pattern in the Pattern Display box. This pattern which uses standard Amiga pattern matching characters and extensions of .doc, .txt, .pic or none is changed with a cycle button.

A major change to the look and feel of the program is the new Ruler. It should probably now be called a Tool Bar. The Ruler has the following groupings of gadgets. First is the Font and Font Size gadgets, these display the name of the active font and its size. Selecting either of these gadgets brings up the new Font Requestor which may also be accessed via the Style menu or by hot key selection. There is now no limit to







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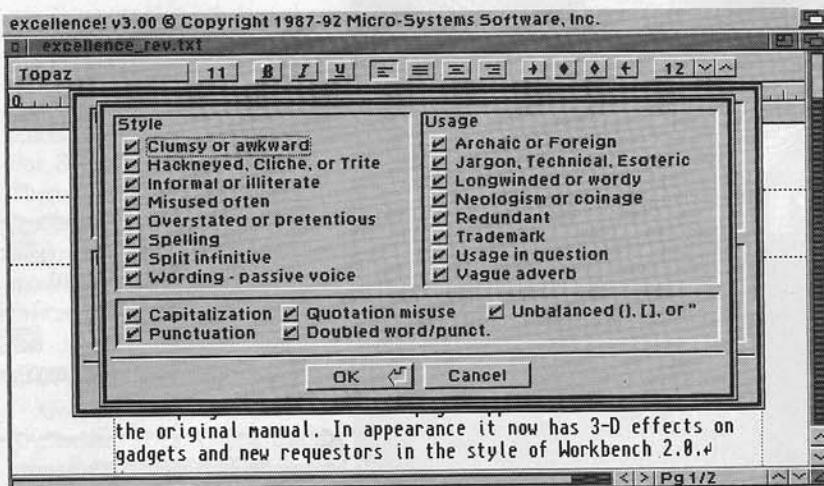
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Document Check Grammar option

the number of fonts you can call up to use with *excellence!*.

If you are running Workbench 2.0, fonts may be scaled to the point size you require. The requestor also contains a display box which if you select the sample gadget displays a sample of the selected font and size. This saves having pages of font samples which you have to refer to if you are unfamiliar with a font.

The next three gadgets select Bold, Italic or Underlined text and display their set status. When any or all of these gadgets is set it shows by appearing to be depressed. They toggle status by being selected or by menu or hot key activation.

Next are the paragraph justification, margin and tab setting gadgets. These function the same as in earlier releases.

The Line Spacing gadget now changes the spacing in 12 point increments by holding down the Alt key and selecting the increase or decrease gadget. A requestor is still available to enter spacing between one and 50 by selecting the line spacing number.

Other new features of the window include dynamic scrolling. Holding down the Alt key while dragging the scroll bar dynamically displays the text as it scrolls by. This is very handy when searching for a line. The page number at the bottom of the window now displays both the current page and the total number of pages. Selecting the page

number still brings up a go to page number requestor.

The Project Insert menu option now supports the insertion of ASCII text files as well as *excellence!* documents and IFF graphics files.

## AREXX Too!

ARexx support is now standard with *excellence!*. The ARexx port allows you to send commands from external programs and launch ARexx programs. Document Glossary macros are still available and include two methods to run ARexx macros. One method is to use the glossary keyword ARexx to run an external ARexx program. The other is to load the program into the glossary and mark it as an ARexx program. This means that you can assign its execution

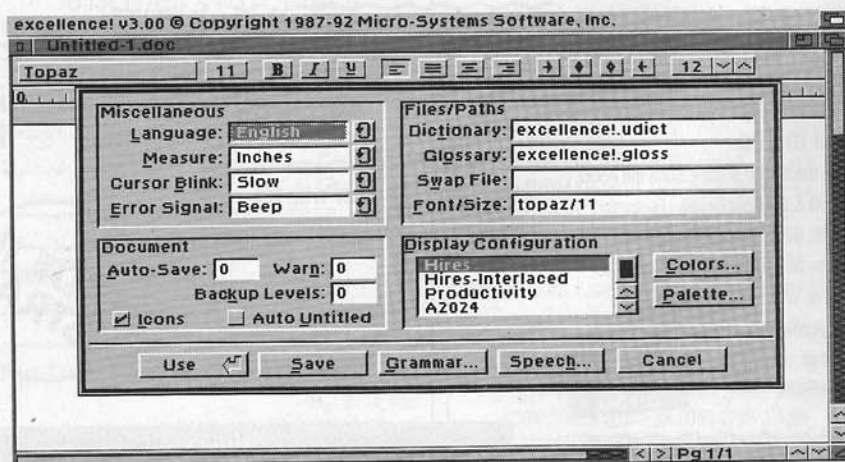
to a hot key combination. The standard ARexx port can be renamed by adding a tooltype to the *excellence!* icon. If more than one copy of *excellence!* is running each port is given a unique name.

To insert characters not on the keyboard the Format Insert Literal menu option is used. This has a new list box and displays the ASCII code number with the corresponding character next to it. A character is inserted by selecting it in the list and then selecting OK. The ASCII code is used to insert special characters when using an ARexx macro.

When working with large documents say a book, jumping forward or backwards to exactly where you want to go can be time consuming. Not so with *excellence!* - the new Format Insert Bookmark menu option allows the insertion of bookmarks at key points or say each chapter. The View Go to Bookmark menu or hot key combination jumps forwards or backwards to the next each bookmark in the document.

## Miscellaneous

With Workbench 2.0 *excellence!* places an Appicon in the Workbench window and an *excellence!* item in the workbench Tools menu. Selecting the menu item will immediately bring the *excellence!* window to the front. The appicon can be used to load a *Scribble!*, *excellence!*, ASCII text file, or IFF graphic direct from the workbench window.





The Document Vocalise menu option will read a highlighted portion of text or the whole document. This can be handy for proof reading or to gain a feel for the tone of the document.

All the important features of headers, footers, footnotes, index entries, and table of contents generation are available.

The spell checker now supports multiple languages. Several new features have been added to the Thesaurus. Checkboxes allow you to decide to search for synonyms, comparable, related, contrasting or antonyms of the selected word or all of the above.

The Document Summary menu option gives an approximate count of characters, words, sentences, paragraphs, graphics, and pages. For a more accurate count the Document Check Grammar menu option is used. This option also checks the readability index of the document and identifies errors of grammar and style in the document.

## Output

For Workbench 2.0 users *excellence!* has metric files for the outline fonts supplied with this version of Workbench. The best print quality is with a postscript laser printer. The best quality dot matrix output is obtained by using NLQ mode and the printer's inbuilt NLQ fonts. This mode will print both text and graphics. When printing in postscript or graphic mode either portrait or landscape orientation is available.

## Conclusion

Convenience, features and speed are what *excellence!* is all about. The new Ruler with being able to see the important features of font style and size, or if bold or some other modifier is set, at a glance are areas where this new version of *excellence!* shines. Other features such as Bookmarks and knowing the total number of pages in a document

speed moving around a document.

If you work with large documents or require speed or a package with all the bells and whistles then *excellence! 3.0* would suit you. With postscript output the highest print quality is available. Graphic image handling is not as sophisticated as say *FinalCopy* but if you do a lot with graphics in documents then a DTP package is king in this area. *FinalCopy* is still the best for high quality fancy font output for dot matrix printer users.

In all *excellence!* is fast, convenient and most of all stable. This review was written using it and even with trying all sorts of options and setup changes it didn't fall over or cause me any problems. With the addition of automatic saves, multiple backup levels and all the other new features, the top end of Amiga word processors has now reached new heights.

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# Professional Calc

by Barry Caudle

**P**rofessional Calc is the new spreadsheet from Gold Disk. To coin Gold Disk's phrase, it's an "Advanced Presentation Spreadsheet with Business Graphics and Database". Less advanced users will find it a great product for producing quality graphs and tables for use in DTP, word processing or authoring packages with easy spreadsheet data input.

The *ProCalc* box contains three program disks and a promotional disk for other Gold Disk products, produced using their *Hyperbook* program. A well laid out spiral bound manual up to Gold Disk's usual standard of over 180 pages is also provided.

The look of *Professional Calc* is Workbench 2.0 with 3D effects on all gadgets - which is what you expect in all new software these days.

## Installation

A minimum of 1 meg of Ram is required, and recommended are two floppy drives or a hard disk. *ProCalc* will also access 68881 or 68882 maths coprocessors.

The program is quickly installed on a hard drive. A *ProCalc* drawer is created in the partition and/or drawer you define, and the files are loaded into it. You may elect to install the Examples disk

files or not and you have a choice of installing the fonts in their own directory or in the system fonts directory. The fonts are exactly the same bit mapped postscript fonts supplied with *ProPage*. No external assigns are needed.

## The Spreadsheet Window

The Control Panel, the major tool for working with your spreadsheet, comprises 19 icons, 12 for text control and seven for accessing often used functions. It is a very convenient feature. With it, the user can easily select text styles and fonts, right, left and centre justification and pen colour, as well as having easy access to cut, copy and paste functions.

## Working with a Spreadsheet

There are a number of tools and techniques to make setting up and working with a spreadsheet easy.

Ranges of cells may be quickly selected with the mouse. Columns may be adjusted in width by clicking and dragging the line between identifying letters. Alternatively, the width may be adjusted from the Options menu.

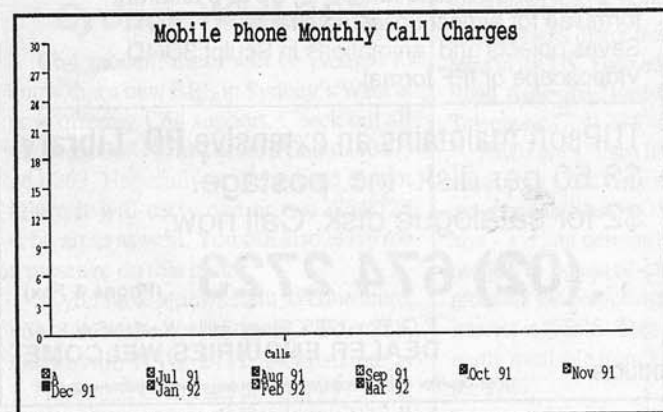
Data in a cell or cells may be quickly copied to other cells. Columns may be filled with common data by using the Edit/Fill/Down menu option after first selecting the number of cells to be filled. Similarly rows may be filled using the Edit/Fill/Right menu option. A range of cells can have their format changed by using the Edit/Fill/Format Down or Format Right menu options. A cell or range of cells may have a Name as a place marker or for use in calculations.

The user can move through a spreadsheet by using window scroll bars, selecting the Goto Cell and Select Cell Name menu options, or by using the keypad, which can be also be switched to normal numeric mode. The return key can be set to move the cursor in any direction, and by more than one cell at a time if necessary, making data entry much simpler.

Another handy feature is the freeze column and freeze row menu options, which make the column headings and row names constantly visible.

Multiple views of the one sheet are only limited by available RAM, as are the number of sheets which may be simultaneously opened. All the above movement and selection options apply in these resizeable views as well.

Preferences allows you to modify a number of features of a spreadsheet like recalc order, the number of iterations and automatic or manual recalculation. An option to display the results of calculations or the formulae used is available to assist in setup or debugging. Cells may be more clearly delineated by an optional grid which will print in output



	Bob	Chuck	David	Edgar	Fred
Sept.	75	58	70	46	98
Oct.	82	62	67	46	95
Nov.	78	67	62	46	93
Dec.	85	70	55	46	98
Total	320	257	254	184	384
Average	80	64.25	63.5	46	96

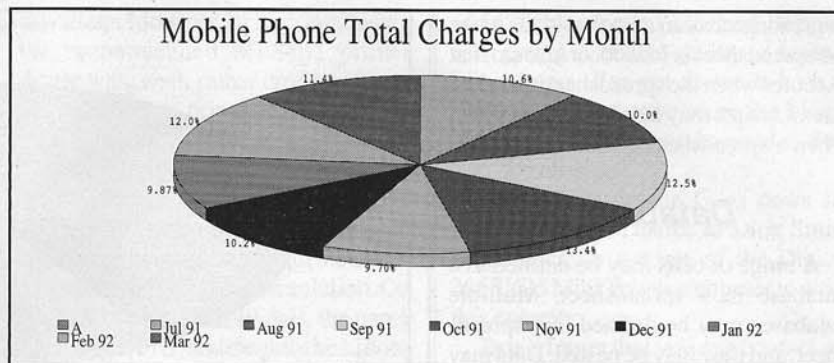


if turned on.

The maximum size of a spreadsheet is 65,000 x 65,000 rows and columns. The number of rows and columns may be individually set to suit your application and available RAM.

Cell notes may be attached to a cell to explain about the entries in it. If you have *Transwrite* (or the *ProPage* Article Editor) running you can have extended cell notes. Extended cell notes allows you to attach and edit a text file as a cell note with hot keying between the two applications. A text file attached to the home cell (A1) could explain all about the particular spreadsheet.

*ProCalc* supports standard arithmetic operators, plus some 130 functions to perform mathematical and logical calculations. Functions are available for boolean (true or false), maths, statistics, trigonometry, financial and database operations. Functions can be typed in or selected from a list using the Paste



Function menu or icon in the control panel. This Paste Function is very handy, since you don't have to remember functions or refer to the manual for a list.

The Outlines menu controls the display of data in a spreadsheet. A row or rows and/or a column or columns may be hidden or revealed. This allows the hiding of sensitive data, suppressing of data from a range to be printed or exported to another application.

Macros come in two flavours, Arexx

scripts and *ProCalc* macros. A cell can contain an Arexx script to perform operations or to load data from an file or external source. Arexx scripts can also be loaded from disk and executed anywhere in a spreadsheet. A *ProCalc* macro is made by recording a series of key strokes and menu selects and giving it a name. It may be assigned to a key and saved to a disk file. These macros may then be loaded and used with any spreadsheet. A macro file may be attached to

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a spreadsheet as an auto that loads when the spreadsheet is loaded, or an auto that executes when the spreadsheet is loaded. Arexx scripts may also be auto executed when a spreadsheet is loaded.

## Databases

A range of cells may be defined as a database in a spreadsheet. Multiple databases may be defined in a spreadsheet, and they may be nested. Data may be quickly sorted in any column in a database. Selection criteria are used in conjunction with the Find, Extract and Delete menu options. The selection criteria act as filters for the data to be matched with the above menu options. If selection criteria are used in the argument list for a function, only the selected portion of the data will be used.

## Charting

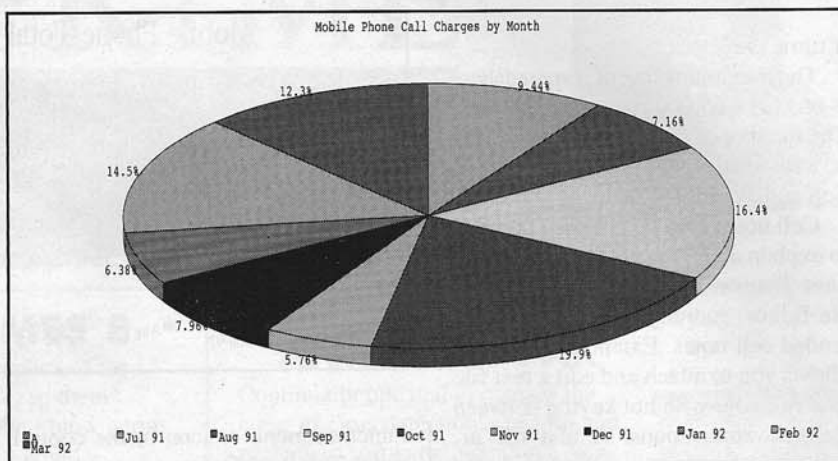
*ProCalc* has 14 types of chart to choose from, and eight of these have 3-D options. Types of charts available are line, bar, scatter, high/low, area, column, volume, step, 3D column, 3D area, 3D line, pie, dual pie, and pie/volume. You may have as many charts open at one time as your RAM can hold.

Data for chart inclusion is easily defined with the help of the Hide option to exclude unwanted data in the selected range. Many options are available for graph configuration, including Values, which prints data values at each point, Legend, which prints a legend to correspond the data headings to graph entries, Labels, which adds a heading, sub heading and footer, Individual, which allows ordering by row by column, and Axis, which controls the display of axis lines, grids, marks on axis lines, and X and Y axis text. Other options control colours and fill patterns for graph elements.

Open charts are saved with the spreadsheet when it is saved.

## Importing and Exporting

*ProCalc* can read spreadsheets created by *The Advantage*, *MaxiPlan* and



*Lotus 1-2-3*. Other spreadsheets that can write files in *Lotus 1-2-3* format work as well. *ProCalc* can save files in its own native format or in *Lotus 1-2-3* format. Data may be imported by pasting from the Clipboard or exported by copying a range to the Clipboard. A file may be pasted to a spreadsheet or a range copied from a spreadsheet to a file. The other type of format that can be used is CSV (Comma Separated Values), used by database programs. A CSV file may be pasted to a spreadsheet or a range may be saved to a file in this format.

Charts may be exported to files in four different formats - IFF, *Aegis Draw* Plus CAD format, which *ProPage* and *ProDraw* can read, *ProDraw* format, which *ProPage* can read and Encapsulated Postscript.

## Output

The best output quality is obtained by using a Postscript laser printer both for charts and spreadsheets. There are a number of options available for output, and they are the same for charts and spreadsheets. Output may be in portrait or landscape orientation in colour or black and white. The margins around all edges of the paper may be individually set. There is a Tooltype in the *ProCalc* icon to predefine the paper size for postscript output. With the range of postscript fonts supplied very professional results can be obtained.

Dot matrix users cannot approach the

quality of Postscript since at this time *ProCalc* doesn't have Outline font technology. Good quality can still be obtained by careful choice of fonts for graphic and sideways print mode for spreadsheets and normal printing for charts. Enhanced printing for charts gives clearer quality output but fonts and sizes are ignored. Normal print mode for spreadsheets produces high quality output, since it uses built in printer fonts, but only portrait orientation is supported. With spreadsheets Header and Footer text may be typed in the print requester. Gadgets to turn on printing of the Date and/or Time at the top of the page and Page numbers at the bottom are also available.

## Conclusions

*ProCalc* has a wealth of features, with the addition of Postscript output a major improvement. With the power of *Arexx* support the limits of what can be done with *ProCalc* or other software linking into *ProCalc* are limited only by one's imagination. The Control Panel is a great feature for accessing often used functions, and saves having to remember so many menu key equivalents. The manual could be bigger and more detailed to better explain some advanced features, but all in all a new standard has been set for Amiga spreadsheets.

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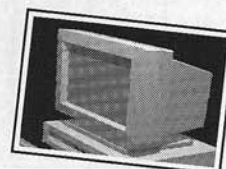
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# The Amiga at Work

## ABC's Lift Off

**Where are Amigas being used today? Here's a good example of how people are literally stumbling across the machine's potential, by Dennis Nicholson.**

**T**he Australian Children's Television Foundation \$10.3 million series for children, *Lift-Off*, is now screening nationally on the ABC. It is the biggest and most ambitious television project Australia has known. A blend of live action, puppetry and animation, the program has employed a cast of 33 principal actors, ten principal puppeteers, 50 writers, 41 key animators and around 300 animation artists and technicians, and a crew of 173.

Fifteen minutes of every *Lift-Off* episode is live action drama. The remaining 15 minutes is taken up with puppetry and animation, some of the latter being supplied by Amiga computers.

One of the program's fantasy character's is Lotis, a working lift in the building frequented by the real-life children and their families. The lift can talk to the children and transport them anywhere or to any time Lotis or they wish.

Michael Bladen was in charge of the Lotis screen effects. Michael explains just how and why Amigas were used for the lift sequences ...

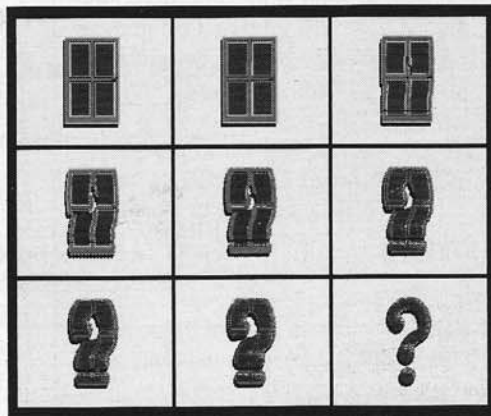
The section of the program that I have been involved in is to do with Lotis, the lift. Now, as a lift, it goes up and down in a building and transports people, largely kids, to the various floors. Its main role is a 'magic-land' trip in which it shows a separate, magic side to the kids. It mysteriously transforms itself into a thinking, talking character and takes them to environments while apparently moving to a floor, but in fact opening to another scene, like a jungle or the Antarctic for example.

On the back wall of the lift set is a screen about 1.2 by one metre, which is really a sort of glorified blackboard. It's constantly communicating and updating and explaining various narratives. For instance, somebody may sneeze in the lift, and Lotis will then describe what a sneeze is, and how it's produced. You then see pictures on the screen that complement the dialogue from Lotis.

As an animator it has been my task to try and find pictures to back up Lotis' words. On one level the Lotis character is a sophisticated computer with artificial intelligence, on another it's a simpleton and forever getting things wrong.

We had three Amiga operators, Gary Richards, Julian Dimsey and myself. Gary had more of a sound background rather than graphics. We needed an almost musical timing to the animations to match Lotis' dialogue, and trying to anticipate something just before it happens takes a certain sort of musical feel, so we were almost conductors just trying

*One of the many morphs seen on the Lotis screen*



to synchronise all our animations to the dialogue. Julian was pulled in to deal with the background animations. Naturally we called ourselves 'The Three Amigos'!

### Background

I'm not actually a computer animator, I didn't get the job because someone had seen any of my drawings on a computer. My background has been largely in special effects, and various forms of screen presentation. I was a cinematographer for five years, I had no interest in computers, in fact I hated them. The *Lift-Off* job started in August 1991, only about twelve months after I first switched on a computer.

I was cutting little bits of paper and moving them around on an animation stand trying to animate snowflakes, and I had an Amiga (500) that I used to use to type letters, and I wondered if the *Deluxe Paint* program that someone showed me would be able to draw my snowflakes? What would have taken me two weeks on the animation stand, took me 15 minutes on the Amiga. I filmed it from the monitor and it was done. More and more I realised that the Amiga did things very fast, and very well.

For the Lotis sequences I had to come up with dynamic, cute and interesting ways of putting pictures to words.

### On The Fly

The producers were very keen to use a 'live' presentation that the kids in the lift could see and respond to during the filming of the Lotis segments. I became Lotis' eyes so to speak, while Julie Forsyth, an actress, was performing Lotis' voice on the day. Half the problems we had to deal with later on concerned the business of syncing up our animations to her voice. If the sound was in the Amiga you would obviously prepare it as such, but Julie was putting it in live, often two minutes at a time, and it was intensely dialogue oriented.

Because Julie was in a soundproof booth on the other side of the studio we developed a very simple tech-



nique - she waved a pencil in time to her words. Initially I had investigated all sorts of interactive Amiga software to achieve a more accurate method of synchronisation, but ultimately the pencil method won - the KISS principal: Keep It Simple, Stupid.

## Software

From the very outset of the series it became clear that we were going to have to create an enormous amount of visual material for the Lotis sequences. The very rough initial quota I had worked out was to deliver approximately two minutes of animation every day. I can now say that there is more than three hours of Amiga animation in *Lift-Off*.

It also became clear that although we were insisting that we could only do short runs of animation at a time, we were actually going to be treated in the studio as a 'live' performer. Because of the amount of animation required per day, and the need for it to be presented

'on the run' it necessitated that the Low Resolution screen mode (352 x 283), in no more than eight colours, was the only way to go.

At the stage we were beginning production all the 24 bit boards were starting to make themselves known. I had people coming in to me and saying, "Hey, look at this amazing image of a tennis ball!" But when I said I had to draw about three thousand of those a day, they seemed to lose enthusiasm ...

We started out using *Deluxe Paint III* which gave us lots of problems because of the incorrect PAL overscan settings (352 x 290), so I was anxious to get hold of *DPaint IV*. But even after we began using *DPaint IV* we found that the anim files created on the III version (in overscan) would not load correctly into the newer version - they would jump into the wrong screen resolutions.

I must say that *DPaint IV*'s Metamorph function was a true god-send. Going back to that sneeze example, I remember Lotis had to say, "Two

knees, whose knees?" So I would draw a picture of two knees, then another picture of a large question mark. By using Metamorph I could almost immediately have 40 frames of animation of the knees turning into the question mark. I was often using the morphing option for un-morphing things. For instance, I was forever animating a window which would show a setting sun, I would simply draw the same picture, but with four skies. Nothing actually moves in the frame, just the sky colours alternated, thus giving the effect required.

Another of *DPaint*'s features that I tended to use more than I thought I would was Stencil. As long as I remembered to leave one or two colours available, I could change certain sections of an animation's colour very quickly. But I have to say that if I could only have one of all *DPaint*'s features it would be the Anim brush. It's easy to get things flying around the screen. On the Mac, for example, you almost need a pilot's licence to work out just how to pick

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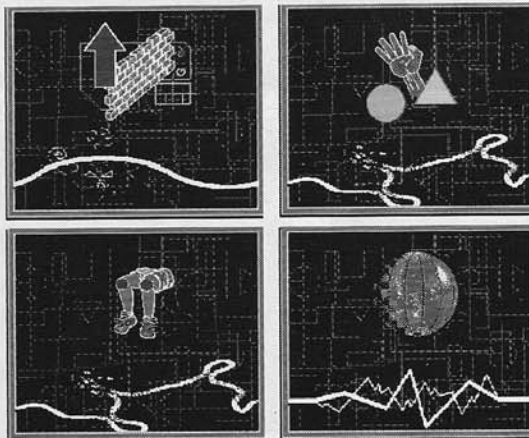


something up and stamp it down on the work screen.

On some occasions the kids had to interact with Lotis' screen by touching it, and colour was then meant to emanate from their hands, so I would cook up anim brushes of blobs and position them relative to their hands. The fact that you can simply pick up a DPaint brush over several frames, carry it around and dump it at will, is what actually got this job done - so much of it was visual bits and pieces being used on different layers.

## Creating The Lotis Screen

To suit everybody's needs the Lotis screen was broken up into three visual components. First was our hero anim file, for example the knees anim. Next there was additional animated pieces that I called 'scanners'. These included many different anim brushes, sometimes hun-



*Lotis Background, as projected, showing all elements*

dreds, which move around the frame to add that techno-computer look to the main visual. Finally we had what we called the expression-ometer anim file. The latter was a form of simple animated squiggles. If Lotis was angry the expression-ometer would be jagged; if it was serene the effect would be of flowing animated lines. All three anim visuals were projected onto the Lotis screen simultaneously via three Sanyo CCD single lens video projectors. So it all ended up as a sort of photo montage type effect. The actual projector rig looked like something out of Dr Who, quite ridiculous really.

Technically, the projectors that were used to throw our images onto the screen were not terribly bright, especially in a television studio environment. The thing that made them work was the black striped lenticular screen. It seems to sharpen low resolution Amiga images - as far as the television studio camera is concerned the final image is quite acceptable.

I was concerned that the 250 watts coming from the projector globe was just going to be too thin to fill the

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This product should be available to Beta testers in August.

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You would never consider the result a broadcast quality image, but since our animations are only part of an overall television frame, they were quite acceptable.

As far as our Amiga setup was concerned I used an Amiga 500 with eight megabytes RAM and a 50Mb hard drive, plus a MicroBotic accelerator board. This was used to create the expression-ometer anim files. We also had two 2000's, each with 100Mb hard drives, 68030 boards, and 12Mb of RAM. We lost all three hard disks at some stage during the production, usually because of power failures.

drive system to store something like 3,000 separate animation files. We also backed up our files onto a Platinum Drive DAT (Digital Audio Tape) system. Funnily enough the entire *Lift-Off* Amiga job fits onto one DAT - but it takes ages to retrieve files.

A lot of visuals were farmed out to third-party effects and animation companies all over Australia. There was also a Mac IIfx computer being used in-house to create specific visuals. The operator, Maree Whoolley, was probably only putting out around six frames per day, as opposed to our two minutes a day of animation. But it must be remembered that she was creating full broadcast quality images.

gave us the option to be extremely flexible with our material, especially when changes were required five minutes before shooting in the studio environment. For this particular job the plain, unadulterated Amiga hardware was almost perfectly suited. As far as the *Lift-Off* job was concerned, the Amiga should get a blue ribbon.

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# AMOS Column

by Wayne Johnson

**A**MOS is now two years old, worth \$5.7 million dollars and has created the quickest interpreted BASIC on a desktop machine. In two years we have seen AMOS public domain software grow to around 600 disks with hundreds of additional licenceware and shareware titles.

We enjoy access to filled 3D polygon programming, copperlists, clickable zones, and just about anything that was only previously available to C and assembler programmers. The AMOS language has come a long way.

Phew! What an intro. Sorry about the omission of the column last month. It's been a pretty busy period with the production of Newsletter 11.

## What's New?

No mucking around this month. We have new commands in AMOS 1.34 with the Music Extension V1.54. Are you sick of converting SOUND/NOISE/STAR/PROtracker modules into AMOS format for inclusion of them in your own programs, and find that they don't work very well anyway? The first version of the module converter always made the fourth channel replay one half note behind the others.

Imagine ... your melody starts to play and in comes the beat ... half a note behind! The next converter corrected this and another came, and another. But it never quite worked, did it? Forget all that, here's what we all wanted in the beginning:

```
TRACK LOAD "path:filename",bank number  
TRACK PLAY bank,[pattern]  
TRACK LOOP ON  
TRACK LOOP OFF  
TRACK STOP
```

Go to direct mode and try these little babies out.

1. type TRACK LOAD Fsel\$(""),6 (to put it in bank 6.)

2. Insert your favourite ST-00 disk into

any drive and click on the Mod.whatever.

3. type LISTBANK. Notice the new bank description.

4. type TRACK LOOP ON (to repeat when an end is reached)

5. type TRACK PLAY 6,2 (to play pattern 2 constantly)

6. type TRACK STOP

7. type TRACK PLAY 6 (to play the entire song)

8. type TRACK LOOP OFF (to stop the music repeating at the end of the song.)

Users of the Predators BBS (02) 604 6644, can find an example of my Tracker player under the name MODPLAY1.LHA.

## Australian AMOS Club

There's been a few changes to the club over the last months. We bid farewell to Neil Miller who founded the club from scratch and built it into a group of around 2000 members. A quarter of these are subscribers.

There has been a bit of confusion about subscription and membership. Membership to the club is free and you do not lose that under any circumstances. Subscription, however, allows you to the seasonal newsletter that is professionally printed and has grown to 17 pages. Many have rung me asking if they can rejoin the club. These people still have access to the hotline, help and product support, and the vast library of Public Domain.

Contact is growing stronger between the Australian and British Club. Len and Anne Tucker will now be bringing me more and quicker information that I can pass on to you. So watch this spot!

## News

**Latest standard AMOS versions are as follows:**

AMOS V1.34

Music Extension V1.54 (New Track Commands)

Picture Compactor V1.2

Requester V1.41 (Faster Requesters)

Serial Extension V1.2

**Latest Extension versions are as follows:**

Voodoo 3D Extension V 1.00 (Still)

ObjectModeller V1.12 (Faster but crashes with WB2.04)

Compiler Extension V1.34 (Mmmm)

Tome Extension V1.31

Dump Extension V1.1 (Still waiting for an update)

## Updated Compiler Coming

Did I mention an update for the compiler? Well it seems that all your complaints have paid off. No, it wasn't your programming. There were bugs, very, very bad bugs. Hands up who had trouble with the VAL command? EXTENSION NOT LOADED errors? Crashes? Refusing to compile? Returning wrong values? It's all a thing of the past.

Francois, the author of AMOS, spent a lot of time re-programming and debugging the compiler, while the boys at Europress went through the entire British PD library, compiling almost everything to test it. If you get the compiler 1.34 and it doesn't compile your program, I'll eat my hat (I'll stock up on a few spices). Time will tell how it goes over here.

## Easy AMOS

Easy AMOS is taking off in a big way. For those who already have AMOS and want Easy AMOS for a massive discount, give me a call at the club or give Pactronics a bell on (02) 748 4700.

## BBS Support

For those who log onto Predators BBS, the exclusive file area is now open and operating for Club members. Leave me a message and I'll arrange access for you.

## Programming

This month's little exercise is a text display routine. Those who visited the Pactronics stand at the World of Commodore Show should have noticed a video overlaying text onto computer images.



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This was done by using two Amigas, one to display computer images, while the second, running an AMOS program to wipe text over the top using a genlock. That program is below.

Before we actually get to the programming stage, we need to create some graphics. We need a 32 x 32 pixel font like the one shown. There are plenty of IFF picture fonts available from various PD libraries or you might even wish to knock up one yourself with *Deluxe Paint*. A typical 32 pixel picture font can best be illustrated in Figure 1.

Make sure the individual letters are in the same order as above. If your font doesn't contain one or more of the characters that appear in the above illustration, leave a blank space instead.

Boot up *Dpaint* and load or create a font. If the font you wish to use has multiple colours in it, pick up the entire font set and press F2. This changes all the colours to the currently selected colour and is very important for the routine to work.

What we aim to do is create a block of colour that uses all 32 colours and make a stencil sheet of colour (for those not aware of *Dpaint*'s stencils, they are used to lock/unlock certain colours to stop them from being painted over). We will make a stencil on colour 0 (black) and paste the block of colours behind each letter. Our program will turn all the colour registers to white which gives the effect of each letter appearing bit by bit (colour cycling).

Now that we have our font, we need to make up the block of colour. You can draw your own or use the following routine to do one for you:

```
Screen Open 0,320,256,32,Lowres
Flash Off : Curs Off : Cls 0
X=100 : Y=50
For A=1 To 8
  For B=1 To 31
    Ink B
    Draw X,Y To X,Y+1
    Inc X
  Next B
  Add Y,2 : Dec X
```



Figure 1

```
For C=1 To 31
  Ink C
  Draw X,Y To X,Y+1
  Dec X
Next C
Add Y,2 : Inc X
Next A
Ink 0 : Draw 100,81 To 140,81
Get Icon 1,100,50 To 132,82
Cls 0
For P=0 To 9
  Paste Icon P*32,100,1
Next P
Save Iff fsel$(""),0
```

Run this program and it should (provided it's correctly entered) bring up a row of patterned boxes. Give the requester a path and a filename so that it can save this screen as a picture. The block should look like Figure 2.

Go into *Dpaint* and load in your IFF font. Press J to go to the spare screen and load your pattern boxes. Press ALT & X so that we can grab brushes from corners and press B for the brush tool. Pick up the

pattern blocks as a brush. Press J to take the brush to our font screen. Hold SHIFT and press ` to go to the stencil menu. Click on colour 0 (black) and click OK.

Move the brush over the letters and you will find that the pattern appears BEHIND the font! Position the bar behind each row of letters and stamp it down with the left mouse, remembering to keep the mouse to the left side of the screen, ensuring that the brush is centred correctly.

Press U if you stamp anything incorrectly positioned.

Press ` when done, to turn the stencil off. This is very important! When AMOS tries to import an IFF picture with the stencil left on, the picture and colour information is scrambled. Many people have rung me and asked why this happens. Simply load the file back into *Dpaint*, turn off the stencil and save. AMOS will accept it without any hassles.

Load up the Sprite Grabber and grab each letter. Those with SPRITE X can go straight into the grabber within that. Cut a blank space for image 1, A for image 2, B for image 3, and so on. Save the bank and load in the sprite editor. Flip through the images to check if they are all aligned.

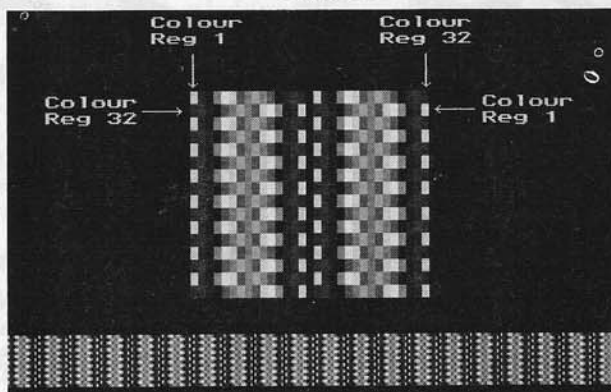
Okay, now enter our routine:

' Sausage's text display routine  
' for the 92 Amiga Show.

```
Screen Open 0,320,256,32,Lowres
Curs Off : Flash Off : Cls 0 : Hide
SX=0 : I=30 : SY=1 : LINES=5
```

```
Palette
000000000000000000000000000000000000
SET$=""
abcdefghijklmnopqrstuvwxyz1234567890.,:;'-
()!?"
TS=TS+" this "
TS=TS+" "
TS=TS+" is "
TS=TS+" "
TS=TS+" a test "
TS=TS+" three "
TS=TS+" "
TS=TS+" four "
TS=TS+" "
TS=TS+" "
TS=TS+" three "
```

Figure 2











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# You Can CanDo

## Tutorial Part 5 Designing a SubDeck

by Greg Abernethy

### From Last Month!

Firstly, before beginning this month's tutorial, I purposely left a bug in last month's tutorial. (That's my story and I'm sticking to it!). In the SaveAs script one line is incorrect.

The line  
SetObjectState "Text",ON  
should read  
SetObjectState "TextEditor",ON

Continuing on from last month, we will design a SUBDECK within the TextEditor.

### Using SubDecks in CanDo

A SubDeck is a CanDo Deck that can be called from your main application to enable the user to enter information, select from a list of choices, confirm a selection or any similar operation. Most Amiga users have seen examples of this in the SYSTEM REQUESTS that appear, asking for the user to insert a disk in a drive or confirm a disk format. The user is given a choice, e.g. CONTINUE or CANCEL.

Depending on the user's choice a certain operation will be performed. We can use this same method within CanDo to offer the user a choice, when he selects an option within an application. I use SubDecks extensively, as I feel that giving the user the option to cancel a choice he has made, is one of the most powerful features available within an application.

An example of this is if the user has decided to delete a file, you can open a requester and give the user the option to

continue with the operation, or cancel if he has accidentally selected the delete option. Without this, an important file could accidentally be deleted.

A SubDeck can be a REQUESTER or a WINDOW that appears on the screen of your main application. The SubDeck is called from a script in the main application.

A REQUESTER will only allow the user to perform an operation on the SubDeck window and block any access to the main window. A WINDOW, on the other hand, will allow the user to perform an operation on either the SubDeck window or the main window. We will be creating a SubDeck in the Text Editor to allow us to ask the user to confirm that he wishes to print the document.

When the user selects the PRINT option, a requester will appear asking

the user if the printer is on and the paper ready. He will have the choice to select OK or CANCEL.

### Designing a SubDeck

When designing a SubDeck it is best to have the layout for the requester worked out before creating the SubDeck. This can save a lot of time switching between decks, testing the SubDeck. I have found a handy PD utility to help me in this area. The utility is called SNAP. SNAP allows the user to grab any section of a screen and save it as an IFF picture file. I usually design the main window and then grab it using SNAP. I then load the grabbed file into *Deluxe Paint* and experiment with the design of the requester. I can then get the coordinate locations for the requester to use when determining the location of the SubDeck window.

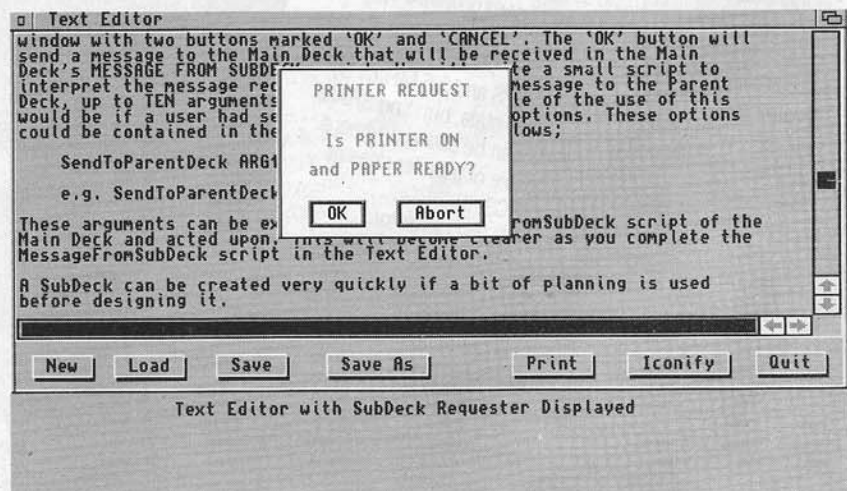
### Designing the SubDeck Window

The SubDeck Window will appear in the middle of the Main Text Editor Window, and will have two buttons, OK and CANCEL. First create a window with the following specifications;

#### Dimensions

x = 230 : y = 30 Width = 180 :  
Height = 90 : Colours = 4

Requester





## Objects

Window Movement Gadget : Drag Bar

## Options

Set the window option to "TRY TO OPEN THE WINDOW ON WORKBENCH"

Set the Window Title to "Print Request".

Click on 'OK' to return to the Main Panel. You will see a small window on the Workbench Screen with the Window Title "Print Request".

## The AfterStartup Script

In the AfterStartup Script of the SubDeck type the following lines to display a message in the SubDeck window.

SetPen 3 ; The pen setting can be changed to suit your tastes

PrintText "PRINTER REQUEST", 28,9 ; a friendly prompt to

PrintText "Is PRINTER ON", 36,35 ; make sure the printer is

PrintText "and PAPER READY?", 24,50 ; switched on and the paper ready

Click on 'OK' and return to the Main Panel. Click on the LEFT ARROW on the Main Panel to have the AFTERSTARTUP script performed and check the text is positioned correctly.

## Creating the Buttons

Next, we will add the two selection buttons. The dimensions and scripts for these buttons are as follows;

BUTTON NAME	Horizontal	Vertical	Type	Border Style
OK	95	72	Text	DOUBLEBEVEL

The OK Button Script:

Send ToParentDeck "P" ; This command sends a message to the Main Deck.

Quit ; Close the Requester

Cancel 28 72 Text DOUBLEBEVEL

THE CANCEL BUTTON SCRIPT:

Quit ; Close the Requester. No action taken

When you have returned to the Main Panel you should see the small window with two buttons marked 'OK' and 'CANCEL'. The 'OK' button will send a message to the Main Deck that will be received in the Main Deck's MESSAGE FROM SUBDECK script. We will write a small script to interpret the message received. When sending a message to the Parent Deck, up to TEN arguments can be sent. An example of the use of this would be if a user had selected five different options. These options could be contained in the five arguments as follows;

SendToParentDeck ARG1,ARG2,ARG3,ARG4,ARG5

e.g. SendToParentDeck "P","Q","R","S","T"

These arguments can be examined in the MessageFromSubDeck script of the Main Deck and acted upon. This will become clearer as you complete the MessageFromSubDeck script in the Text Editor.

A SubDeck can be created very quickly if a bit of planning is used before designing it. Once you have created the buttons, save the deck in the same location as the main Text Editor deck. I usually name my subdecks with a distinctive name, such as TextSubs. I will refer to the SubDeck by this name throughout the remainder of the development of the Text Editor.

## Calling the Subdeck

Load the Text Editor Deck you have previously designed. Click on the PRINT button to edit the script. We will now call the SubDeck from this button. The script for this button is; OpenRequester "Subs" ; Calls the SubDeck and opens the Requester.

This is a very simple script but is also very powerful. This command opens the SubDeck that corresponds to the buffer name specified and displays the requester. An option available is to specify a CARD within the SubDeck if the SubDeck contains multiple CARDS.

e.g. OpenRequester <SubDeck Name>,<Card Name>  
OpenRequester "Subs","PrintCard"

Click on 'OK' and return to the Main Panel. Click on the CARD icon to be able to edit the AFTERSTARTUP script. The script that is performed when the Text Editor is loaded must load the SubDeck into memory, so that when the PRINT button is selected, the SubDeck window can be displayed immediately, as it is already in memory and does not have to be loaded from disk. The script is as follows;

LoadSubdeck < SubDeck Location ><SubDeck Name>,[  
Buffer Name ]

e.g. LoadSubDeck "df0:Text/TextSubs","Subs"

An explanation of this script is required. To load the SubDeck CanDo needs to know the exact location and name of the SubDeck, and you can also specify an optional BUFFER NAME. This can help to reduce the size of a program, as the SubDeck can be called using its BUFFER NAME instead of the full pathname of its location on disk.

After you have entered this script, Select EVENTS from the SPECIAL menu option in the Editor. When the requester appears select MESSAGEFROMSUBDECK to switch to the MessageFromSubDeck script. Enter the following script;

```
If ARG1 = "P" ; Examine the Message to see if it is "P"
  SaveDocument "Text","PRT:" ; If it is "P" print the document
  IfError ; If there is an error
    ExitScript ; just exit for now.
  EndIf
EndIf
```

An explanation of this script would also help. The MessageFromSubDeck object will perform its script when it receives a message from ANY SubDeck or SubDeck Card.





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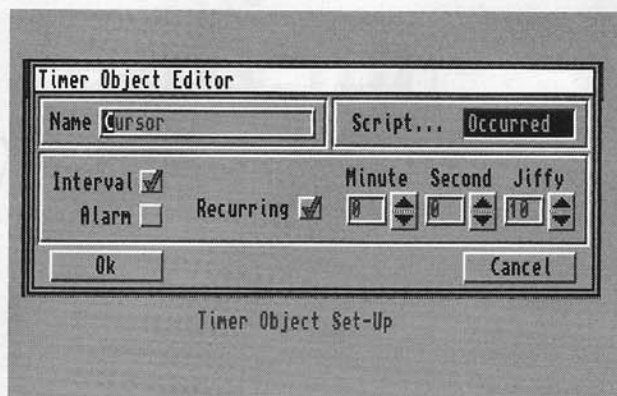
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### Requester

Therefore, you can create multiple SubDeck cards that can send messages to the Parent Deck. I have created one application that contained fifteen SubDeck Cards that sent different messages to the Main Deck. I did not notice any delay in the interpretation of messages from the SubDeck. Firstly, the script examines the message returned which is contained in argument ARG1. If ARG1 contains the letter "P" we know the user wants to print the document.

To accomplish this, we simply tell CanDo to save the Text Editor document direct to the printer. If CanDo strikes a problem, it will return an error, and we can simply exit the script to save causing the program locking up, waiting for the printer to be ready to receive data. If all is okay, the document will be printed, and the requester will clear from the window.

Click on "Ok" and return to the Main Panel.

## Word Wrap Creation

The last thing to do our Text Editor is create a routine to enable the text to WORD WRAP in the document. To do this we will create a TIMER object. Click on the ALARM CLOCK object and select ADD. The specifications for the TIMER are;

NAME: "Wrap" INTERVAL RECURRING 10 Jiffies  
This will enable the TIMER to occur at a recurring interval of 10 JIFFIES or approximately 1/6th of a second.

The script for the TIMER object is;

WorkWithDocument "Text" ; Work with our Document

If TheColumnNumber > 72 ; Check the cursor's column number

MoveCursorTo STARTOF THISWORD ; Go to start of last word typed

SplitLine ; put the word at the start of the next line

MoveCursorTo ENDOF LINE ; Move the cursor to the end of the  
; line and continue typing

EndIf

This routine checks to see where the cursor is currently located in the document and if it is greater than 72 characters it uses the SPLITLINE command to move the word currently being typed to a new line and then moves the cursor to the end of the line to enable the user to keep typing. I have written this article using the Text Editor, and have found the WORD WRAP routine to work well.

Click on 'OK' and return to the Main Panel. Save your program and then test it in "Browse" mode for any errors. You should now be able to load, edit and print a Text File.

This is the last section on the Text Editor, but if you wish to have an unbound deck of the full version of my Text Editor, with Block Editing and Search and Replace, send a self addressed envelope and \$5 to cover postage and disk costs to: Greg Abernethy, 78 Goolagong Street, Dapto. NSW 2530. I will send the full deck on a disk by return mail.

## Final Notes

Next month, I will commence a tutorial on CanDo's graphic commands. The tutorial will include routines to enable you to design your own paint program. Perhaps not to the standard of *Deluxe Paint IV* but it should be useful and will demonstrate how good the graphic commands in CanDo are. Meanwhile, have fun with the Text Editor.

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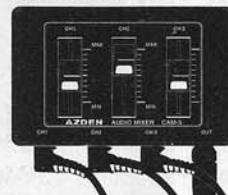
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## Education Column

# "Once Upon A Time"

by Stan Nirenburg

Once upon a time there was a software reviewer sitting at home, wondering what software he will test for the next edition of ACAR. One day, the mailman arrived with a swag of goodies from his editor. Boy, was this reviewer happy - he could now spend days playing childrens' games and otherwise engaging in childhood fantasies.

And there is nothing better to remind us of our childhood than a collection of fairytales. Dataflow (02) 310 2020, is distributing a range of graded games published by a European group under the label of Coktel Vision. Three games are available under the general title of "Once Upon a Time" to suit children in the age range of four to six, six to eight and eight to ten. They are computer games based around fairy tales and the titles include *Little Red Riding Hood*, *Baba Yaga* and *Abra Cadabra*.

When I first laid eyes on these titles, I thought that the editor had made a mistake and sent them to me instead of to the entertainment editor. However, these games are indeed aimed at children. They possess many of the elements of arcade games, but they have been designed so that young children (and

aging parents) can play without the level of difficulty associated with normal arcade games.

The three games are very similar in that each contains a number of sequences where one is required to look for certain objects (magic swords, gloves, rings and similar assorted items) interspersed with arcade sequences where the hero has to dodge a variety of not particularly threatening turtles, bees, birds, spiders and so on. The games are indeed graded in that

the difficulty level of the games increases with its intended age group. In addition, three levels of difficulty can be set just in case there are some really smart kids out there or the child has outgrown the "Beginner's" level of play.

### Game Play

All three games start out with the same magical scene of a darkened village at night. From nowhere, a little firefly slowly meanders through the village, lighting candles in the windows and in the street. The child is then given a choice of what character he or she will play and for the games intended for older kids, the child is given a choice of clothes and name to be given to the hero or heroine. The game then begins, progressing the child through the fairy tale by way of arcade sequences until the evil being is destroyed.

Are these games of any educational value? In a very narrow sense, probably not. However, they do encourage the child to play with a computer, and that in itself is a valuable exercise. These games





teach use of the mouse and joystick, as well as certain keyboard combinations.

But there is more in the games themselves; each arcade sequence requires a slightly different approach to solve the problem so the games have value because they teach reasoning skills. The learning experience is non-punitive like most arcade games in that many chances are given to complete a given segment and if the child fails to finish a segment, he is not sent to the very beginning of the game. For older children, there is the opportunity for competition because the game keeps score of wins and subtracts points for



losses. However, this is not an essential part of the gameplay.

### Philosophy

I would like to quote you the follow-

ing passage from the notes accompanying the games: 'According to Bruno Bettelheim's psychoanalysis of Fairy-tales "In order to solve the problems of growing up ... the child needs to understand what takes place in his conscious being and to face up equally to that of the subconscious." Contrary to modern stories, fairy-tales don't hesitate to broach

the real psychological problems that face children. Moreover they suggest, in a symbolic fashion, solutions and attitudes which make a child feel secure in his growth towards full maturity.' I haven't had the opportunity to take this

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theme any further, but I am not sure that the games quite live up to this laudable claim.

By far the best feature of these games is the superb graphics; exquisitely drawn scenes and even better animations. The graphics are a combination of well drawn backgrounds with a cartoon like feel about the characters that keep popping up. In *Little Red Riding Hood*, for example, the wolf positively leers and drools as he makes his way to grandmother's house. Whenever the characters are waiting for commands, they stare at the player, look around with crossed arms and stamp their foot impatiently. In the sequences where the child must look for hidden objects in jars, drawers, corners, baskets and other dark places, unexpected creatures and bouncing balls pop up to surprise and delight the child. The atmosphere is further enhanced by the clever use of sound effects.

One minor criticism I have of the games is that the story has to be read, and for the younger children, this means read by the parent. In this day and age, why can't we have more digitised speech, either using the Amiga's own speech facility or playing real digitised voices? This addition would have made the games excellent.

### The Fine Print

Now to some technical matters. Each game comes on two disks that are not copy protected - the accompanying

manual recommends that a copy of the game be made before play commences. Unfortunately, the game is not hard disk installable; why don't developers make their Amiga games hard disk installable? Even if not many Amigans own hard disks, surely it doesn't cost much more to ease the life of those who do have them. Copy protection is ingenious - a little booklet consisting of different coloured pages is supplied. Each page has a set of animals on them along with a symbol such as a triangle, diamond or square. At the start of the game, the child has to find the page matching the colour on screen and then select the symbol corresponding to that animal.

Gameplay is by a combination of mouse and joystick or keyboard. In scenes that require objects to be found, the child must use the mouse to move the pointer to the desired part of the screen and select the object with the left mouse button. The right mouse button is used to bring up a selection screen which allows the child to end or resume the game, or to go to an earlier part of the game. In the arcade sequences, the character can be moved with either the joystick or the cursor keys.

I engaged an expert tester (our four year old son) for a second opinion. He loved the two games we tried (*Little Red Riding Hood* and *Baba Yaga*); he was both fascinated by the concept and amused by the characters. Very little supervision was needed, and he quickly grasped what was required of him. From this exercise alone, it was obvious that

the games were indeed aimed at little kids. By the same token, the games take only about an hour (or maybe two) to finish. In fact, it took me less than half an hour to finish the game aimed at eight to ten year olds. The nature of the games is such that there is no significant randomness in the way events happen, and I suspect that these games are not ones that would be played by children for hours on end. I should also point out that both *Baba Yaga* and *Abra Cadabra* are very similar in terms of storyline, gameplay and graphics.

In summary, I enjoyed the games immensely, as did my son, both for the graphics and the fun aspect of the characters on screen. However, I do not feel that the games will have lasting appeal. Despite this, I would recommend purchasing one of the packages, particularly *Little Red Riding Hood* if you have children in the age range from four to six years. If you have older children, you could buy either *Baba Yaga* or *Abra Cadabra*, but I wouldn't suggest both. The games retail for about \$50 each.

## Gobliiins

Another game that arrived at the same time is *Gobliiins* (no, the i key did not get stuck on my Amiga). This is published by CVS (the same people that were involved with the above three games) and is distributed in Australia by Dataflow.

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It appears that the king of a far off mythical land has been put under a spell by some evil being. Three goblins are sent out to find a cure for the king's ailment. One goblin is a magician (although not fully consummate), one is a fighter and the third has the ability to collect and use objects (one at a time, unfortunately). At this stage the game sounds like any good fantasy/role playing game. However, *Gobliins* has been designed for young children, and therefore gameplay is not impossible (although I must confess to being stumped by the game so far).

Again, the graphics are very well executed and the animations are amusing, to say the least. Individual game sequences are relatively short and require only a small number of problems to be solved. At the end of each sequence, the player is given an access code to the level so that if the game is restarted at some later stage, it does not

have to be played from the beginning.

Game control is almost exclusively via the mouse. Each of the three goblins can be individually selected by clicking with the mouse on the character or cycling through them with space bar. Each goblin can be made to go to any location on the screen by pointing to it with the mouse and clicking with the left mouse button. The right mouse button is used to change the mouse pointer to a fist, which is used to perform an action on some object, or a hand for picking up and putting down items.

The game is packed on three floppy disks and is not copy protected, although a code must be entered to play the game. It is not hard disk installable.

*Gobliins* is well designed and suitable for younger players (six or seven onwards), although older children would probably enjoy it as well. The graphics are very good and the play is amusing; I think *Gobliins* is a good alternative to

the games that are currently available and I hope we see more games being developed for younger children.

### Reader Mail

Thank you for the letters that you have sent in (obviously my mother is not the only reader of my column!). We have had a few queries and some suggestions for the column, which we will try to incorporate in future issues. I will endeavour to reply to all people who write in, however, a stamped self addressed envelope would be appreciated. Sorry for any delays in replying, but I have been very busy with my own studies in the last few months, and pressure of exams means that delays will sometimes occur.

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# For Beginners Andy's Attic

## Bulletin Board Membership

**Andrew Leniart, Amiga CLI guru and Bulletin Board System Operator (BBS SYSOP), explains his view of BBS membership.**

**T**his article was inspired by feedback to me from my own bulletin board system - Andy's Attic. Gary Pollard of Spotswood, in Vic, had made some monetary donations to a couple of BBSs and was concerned about their sudden disappearance.

Fly-by Nighters or just pure bad luck? Let's explore the topic a bit to see if we can't find out. With Gary's consent, we'll reproduce a part of the message that was left to me in private. The names of the boards concerned have been withheld and replaced with BBS-One and BBS-Two.

As I've also had a couple of requests sent to me to do a piece on running a BBS, I thought it would be appropriate to devote an issue or two to it. So without further ado.

**Garry's Message ...** "Hi Andrew, I am just dropping you this message to ask you if you know what has happened to BBS-One? I was a full member of this board, and while my financial contribution was not necessarily great, it is concerning to me that my well intended dollars are evaporating before my eyes. I have tried to contact the board and the line has been disconnected.

"Let me just say that it is not just the money I am concerned about, I am genuinely grieved at the loss of BBS-One. As you may know, BBS-Two closed down recently due to lack of funds after a H/drive failure. I was also a financial

contributor to this board and thus I am getting very edgy about committing any further funds to BBSs."

<End Message Snip>

This message struck a cord with me, as I too had recently been bitten by subscribing to a board and having it close down on me after getting two of my promised 12 months higher access for paying the subscription fee. My reply to Garry on his message was basically the content of this article in a much shortened form.

However, Garry's message also got me to thinking that maybe it was time for someone to point out some of the things one should consider when making a donation to a privately run bulletin board. I'll try to do that in these pages, but along with that, next month I'll give you an insight to running a private bulletin board using my own as an example. I'll try and explain from my own experiences why a lot of these boards may suddenly close down and perhaps give some tips which may help you avoid being stung and disappointed as Garry was.

### **Public Access - Semi-Private - Members Only**

You could categorise bulletin boards into one of the categories: Private Access - Semi - Private - Members Only. Those that offer free access to callers and those that demand a membership

fee in order to be given access. Member only bulletin boards are few and most will give a reasonable amount of public access to callers without the need to pay a subscription fee.

I class my BBS as a Semi-Private board. While I encourage public access, I reserve the right to refuse access to anyone at any time. This is done as a safeguard and there is yet to be a genuine caller at Andy's Attic BBS who supplied all the necessary information at first log on that was refused access to my board.

### **First Time In**

Seasoned modem users will well know that when you first log onto a BBS, you need to fill out a basic questionnaire. This seems to be a sore point with a minority of BBS callers and this type of caller will quite often not answer the simple questions asked. This is their right, but where it gets frustrating for a sysop is that these people still expect to be given full access to the system and will quite often complain bitterly when they don't get it.

Common questions are; Why all the questions? Why do I have to supply my real name and number? Why do you need to know my age? I like to answer these questions with one of my own. That being; Why do you insist on calling my system?

### **So Why All The Questions?**

Why all the questions? Mostly for verification purposes really, however there are other reasons where it is desirable to know exactly who it is that is using your BBS. For example, if someone tries to disguise a commercial program as a PD one and upload it to the board, it's good to know who that is so we can protect ourselves if a file slips by the usual screening procedures.

FidoNet is another good reason. Sysops of bulletin boards participating in the FidoNet message network are responsible for messages which originate from their systems. If a message of illegal content was to be posted from a BBS and it got echoed around the whole



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of Australia, then the system operator has to answer for that message. Knowing who it was that originally wrote the message can mean the difference in getting thrown out of a network or not.

But perhaps the biggest reason that you should answer the questions asked of you honestly is plain old common courtesy. Whichever system you call, try to remember that you are a guest and are there at the invitation of the person running the board.

Remember that the hardware belongs to him or her. They are paying the bills, they are the ones putting in hours of work, which will be demonstrated later. It's only fair that you play the game with their rules. If you can't do a simple thing like that, then call another board with rules that suit you better. These days, there are many around.

### **Show Your Appreciation**

Most sysops that offer public access to their bulletin boards are more than happy with the fact their board is popular. The majority of these boards are run by enthusiasts purely for fun. That's why there are no subscription fees. However that's not to say that they don't also appreciate a few dollars to help with the running expenses which can add up to a surprisingly large amount.

Enthusiast run bulletin boards are not businesses. They do not put bread on the table of Sysops and the Sysops cannot claim running expenses on their taxation returns. In fact, they are even legally obliged to pay tax on donations which they may receive, few as they are. But no one stands holding a gun to our heads and says "Run a bulletin board". Like most, I personally do it as a hobby. Nothing more, nothing less.

Log on to Andy's Attic and take a look at my own list of esteemed donors. I've had some people suggest to me that with so many VIP users here, I'm probably making a profit. The reality is that all of the donations I've received did not even cover the cost of a mother board which had to be replaced. This would apply to just about any BBS that is run by someone purely as a hobby.

### **Sponsorship**

I'm one of the lucky ones because I have a sponsor who helps out with the phone line. "MIDI-MOUSE COMPUTERS" who have stores in Werribee and other places have been kind enough to support the local Amiga and IBM modem community by sponsoring the phone line which my bulletin board runs on.

However most sysops are not so fortunate, so apart from the costs of hardware replacements and repairs which go on almost endlessly, there is a phone bill which must be paid.

I've personally had people say to me that computers don't often break down so we must be making it all up. However, run computers for 24hrs a day and use the hard drive almost constantly during that time and I guarantee you will need to spend money on repairs to that equipment within a few months.

Even when nothing goes wrong, hard drives fill up and bigger ones are needed. It goes on and on ... To give you an idea of the cost factor, the running expenses of Andy's Attic over the last 12 months total around \$1800 and that's without the Telecom bill. Hardware repairs and improvements have included a new mother board to replace the dead one, new monitor to replace the one that blew its tube sitting on the floor here, a new hard drive and controller to give more space and headache of constant crashes I was having with the old HD. To top things off, I'm currently running on a modem borrowed from a friend as the Avtek I was using bit the dust three months out of warranty, so there is another \$650 or so I need to come up with soon as no doubt Ian will want his modem back eventually.

On the other hand, users' donations over the last 12 months did not even come close to the \$100 mark.

But that's all part of the deal of running a BBS and for the time being, I'm happy to continue to keep Andy's Attic online. The rewards I personally get from running this system are worth it to me. I enjoy knowing that people get value out of logging on here, grabbing a few files they may need, talking to one another via the message areas and play-

ing the online games together. The BBS is not alive, but the participants certainly are and it all happens right here in my living room.

### **Moral Of The Story**

So basically, the moral of the whole story is this. To avoid the disappointment that Garry felt when his favourite BBS suddenly closed down, if you do decide to give some support to a board in the way of a donation, make it based on the value you have already had from the BBS, rather than what you expect to get from it in the future. This is a better idea, because tomorrow circumstances and fate may decide that the system will not be there anymore. If you feel you haven't had enough value out of a system to warrant a donation, then don't make one. More often than not, you are more than welcome to call anyway.

### **The Benefits Of Contributing**

There are benefits in making a donation to your favourite bulletin board and these vary from board to board. What I like to do is keep a few features available for Vip users only as a way of thanking those that have contributed.

For instance, regular users get 30 minutes of online time a day, 45 minutes if they are the type of user that participates regularly in the message areas and/or online games. They have access to all aspects of the BBS, Files/Echo Mail/Online Games etc. However a once only donation to my board gives callers ONE hour of online time, access to a timebank facility, Netmail, File attach capabilities and more. I don't want to dwell on this for fear that it will start to sound like an advertisement for donations, so let me just finish off by saying the following. Consider the value you have had out of a board that you regularly call. If you think that it's given you a fair amount of enjoyment, consider supporting it by sending in a few bucks to help it stay online. It's there for your enjoyment so help look after it.

Next month we'll take a look at running your own BBS.



# The Geos Column

by Arthur Stevens

**W**ell, it's been six years and one month since *GEOS* was released onto the American market, arriving in Australia a short time later, and it's interesting with that time frame in mind to look at where *GEOS* started, and how far it's come.

*Geos v1.1* was a very basic relation of the product we use today, with only one disk drive accessible, joystick control only (no keyboard shortcuts or mouse driver), and a word processor that was really no more than a big notepad.

*GeoWrite* in its first release had no real formatting capabilities - left justified text only, ragged right. There was no 1.5 or two line spacing, no Search and Replace, no title page option, and only five fonts to choose from (BSW, Roma, California, Cory and Dwinelle). Nowadays with *v2.1* we have all those features, plus a fully functioning Spellcheck facility in the form of *GeoSpell*.

*GeoPaint*'s first release had major problems with colour bleed, in that whilst working on a Paint picture, any colour fill would tend to take over an 8 x 8 pixel block, which often meant colour bleeding over solid lines. There was no resizing of the image as there is in *GeoPaint v2.0* either.

The Calculator, Alarm Clock and Preference Manager all seem exactly the same as on the original *Geos*, but of course we have the colour Pad Manager to assist in identifying different types of files now (e.g. Red for Application, Green for DataFile, Black for System files etc.).

The first Fontpack released had some 24 extra fonts for use by *Geos*, but since

then *GeoWorks* (or Berkeley Softworks as they were then) has released Fontpack plus with around four dozen different fonts, and the International Fontpack with multiple language variations of some of the more popular fonts. *RUN* magazine in the states has put out a number of *Geos* Font disks, and there are many more available in the Public Domain.

Then the list of applications is as long as the arm, *GeoDex* - the Teledex application, Calendar - the Day Planner, Graphics Grabber - for converting *Newsroom*, *Print Shop* and *PrintMaster* graphics, Icon Editor, *GeoMerge* - for merging mailing lists with *GeoWrite* documents, Text Grabber - to convert text from *EasyScript*, *SpeedScript*, *Paperclip* files to *Geos* (many other word processor converters are supported too), *GeoFile* - the Database, *GeoCalc* - the financial Spreadsheet, and many, many more.

From an experiment in 1986, to change the perspective of the Commodore 64 as a BASIC training computer and games machine to a fully operational office system in 1992 is no mean feat, and yes, it has been successful.

While most businesses these days run the office on one or more PC's, there are small businesses around Australia still running the day to day bookkeeping, word processing and database on a Commodore 64 or 128 running *Geos* (and if your business is one, let me know what you do and how YOU use the computer).

Some may suggest they're game or perhaps a little silly to do that, but personally I think it shows what a great little machine the 64 (and 128) really is, and if

it's doing the job well, why change it? To quote a colleague of mine, "If it ain't broke, don't fix it!"

That sums up the 64.

## Slap on the Wrist

I don't know if it's me copping the wrist slap or one of the regular correspondents to this column, but if you recall in the June issue the statement was made that, "Gateway is the only method of being able to boot *Geos* from a RAMdrive or Hard Drive". Wrong. Chris Hogan or Werribee tells me that there is a way to install *Geos v2.0* on the CMD range of hard disk drives.

In Chris's words, first things first - read the manual, in this instance the manual that comes with your CMD hard drive. There you will find, in the "Getting Started" section, a reference to the Config file on the CMD utilities disk.

Read on in that section, and in no time at all you should have *Geos v2.0*, *Geos 128*, or *Gateway* running and booting perfectly from your hard drive.

## New Products

Word from Germany is that *Geos 64/128* is now available in EPROM form. It's a module containing *Geos* desktop and boot system, in other words effectively building *Geos* into your computer as the opening operating system. The module is connected to the expansion port and the housing has been formed with a right angled adaptor so that RAM expansion units can be fitted (1764, *GeoRam 512* etc). The eprom can be toggled on and off, and means that for the *Geos* user it's a case of turn on the computer, and within a few seconds desktop is up and running and awaiting your mouse.

Called *GeoROM*, it costs 89 Deutschmarks (check your friendly bank for currency exchange rates) and to get your version of *Geos* on eprom you MUST prove that you are a legal *Geos* owner. In other words, with your order you must send your original *Geos v2.0* back-up disk. The contact is Wolfgang Pannes, Annastrasse 23, 4000 Dusseldorf 30, Germany. There will be a post and packaging charge, so it WILL be worth enquiring by mail first.



## Handyscan 64

You may remember a couple of months ago I asked if anyone had used or owned a Handyscan 64. In my Electronic Mail I found this note from Rod Gasson of SA.

"I've had one of these devices for over 18 months now, and I personally know of two others in SA with one.

"I used to run a BBS (Thistle Dome), and shortly before its demise about a year ago, I started a membership scheme where members were required to supply a photo to have full access. I subsequently digitised these photos using Handyscan 64 and had them on my BBS as RLE files (the only BBS in the world where users could see each other?)."

**AS:** Rod went on to mention that scanned photos could easily be converted to *Geos* format, and of course subsequently used within *GeoPaint* or *GeoPublish* with excellent results.

Should you like photos digitised for your own use, contact Rod Gasson, 90 Hilliers Rd, Reynella, SA 5161. I'm sure he'll only be too happy to organise a fair price for you.

## Geos Tips and Tricks

Ever wondered why that darned Calculator accessory has to come up in the middle of the screen, promptly covering up the very information you need to refer to? Wouldn't it be easier if it appeared in the bottom left corner of the screen, top left, or bottom right. Well here's how to do it, courtesy Steven Eyres of Gig Harbor, Washington, USA:

As we'll be using a Track and Sector editor (like the one on the C64 utilities disk that came with your drive), it's not a bad idea to use a copy of your Calculator accessory (add it to a blank disk, then it'll be easier to find). Locate the first program page (not the icon/header page), and look for locations 010C and 0200. To move the calculator to the various positions enter the following numbers. They are given in Hexadecimal so you should be able to just type them in and then record the revised sector back to disk.

For those of you who care, we are changing the position the Do Icons starts at. The normal numbers in these two locations should be \$11 and either \$38 or \$48.

Entering \$00 & \$00 will locate the calculator to the top left of the page, \$00 & \$75 to the bottom left, \$11 & \$75 to the centre bottom, of screen and \$19 & \$75 to the bottom right. Note you cannot align the calculator beyond the line of Drive Icons.

## Gateway Clock

The problem with the Gateway clock losing time (as documented in last month's ACAR) has raised a number of eyebrows, but finally we're seeing a positive reaction to the hassle from Creative Micro Designs. Terry Bogner of South Elgin, Illinois, USA tells me,

"I asked on QuantumLink about the fast running Gateway clock and this is what came back to me ..."

"SUBJECT: GATEWAY CLOCK  
FROM: CMD 13/6/92 S# 420672"

There have been a number of reports of problems with the clock routines in *Gateway*. Those routines are being rewritten by the new programmer who has taken over the *Gateway* project."

**AS:** I guess we'll see the problem corrected soon, and I'll keep you posted through these pages.

## Public Domain and Shareware

There are a number of outlets for *Geos* Public Domain and Shareware disks around Australia now, and that means plenty of access to many different types of programs and accessories for use with *Geos*.

Novo Computer Hardware of Mayfield NSW carries 48 different disks with Fonts, Paint Files and utilities at \$3 per disk side. GeoPD 1 & 2 is available from Owen James, check the C64 column in this magazine for his details, \$6 per double-sided disk. I'm carrying two shareware disks at \$5 per double-sided disk (1541 format only), also eight *Geos* Graphics disks at \$5 each or \$35 the set, (includes full printed documentation), along with 13 PC/*Geos* Graphics disks, also \$5 each High Density disk (3.5" or 5.25"), my details at the end of this column, and allow three weeks for delivery.

## PC/Geos

Speaking of PC/*Geos*, word that *Your Computer* magazine has awarded Software Product of the year to *GeoWorks* and their Australian representatives, Computermate, for PC/*Geos*.

I'm not surprised, a program that can run faster than *Windows 3.0*, in a smaller memory configuration (minimum 512 Kb) than *Windows 3.0*, and considerably cheaper than *Windows 3.0* (\$249 RRP), would have to be worth taking a serious look at. Considering all the basic development started with the humble Commodore 64, I think it's a huge award.

New products for PC/*Geos* include *Amateur Night*, *GeoPoker*, *Pyramid*, *Uki*, *Puzzle* and *Lights Out*, all available on a disk called *GeoWorks Escape*.

## Letters

Into the mailbag again and first up this month a letter from June Bullivant of Granville, NSW with a problem using the NLQ option of *Geos*.

"I recently updated to *Geo v2.0* and also purchased *GeoRam 512* which is great, the problem that I have at the moment is that when I print a document the printer does not recognise the NLQ on *Geos*. I have selected the Star NL10 with Commodore interface as the printer driver, but when I select NLQ from *Geos* it does not space the words.

"I am a new *Geos* user and am starting to come to grips with it, however it is like using another language as I have been used to using *Easy Script* for word processing and I find it easier to use than *Geos*."

**AS:** Thanks for the letter June, and referring to the *GeoWorks* handbook, I found this little Q & A ...

**Q:** How can I obtain Near Letter Quality (NLQ) printing with my *GeoWrite* document?

**A:** An option for NLQ printing is included with *GeoWrite v2.1* which is available in *Geos v2.0* and *Geos 128 v2.0*. To use NLQ, you must use the Commodore 10 Font included on the disk. You must then select NLQ spacing from the "page" menu and "NLQ spacing" submenu. This will prevent the



document from printing without the spaces. Please note that NLQ mode does not print out bold, italics, underline, outline, subscript or superscript.

Which brings me to suggest you maybe look at using *Geos* to its fullest capacity by utilising the WYSIWYG (what you see is what you get) facility of high resolution.

The letter you sent to me was printed using the resident *Geos* font, BSW, perhaps you could try the Roma font or California if you prefer a Sans Serif typestyle, and you can even include graphics.

I also received a letter from Paul Price of Nunawading telling me about his success with a public domain program I've mentioned here a couple of times before, *Laser Matrix*. Writes Paul,

"When I first saw the printed results using *Geos* and my Commodore MPS 1230 printer I was, like many others, pretty disappointed. The output from

my 60 dpi (dots per inch) printer using the recommended MPS801 printer driver was, well, rather crude and ragged, and other printer drivers didn't seem to do any better.

"Then I got *Laser Matrix Editor*, a do-it-yourself printer driver maker which allows you to enter the escape codes for your printer to gain the maximum possible horizontal resolution. On the MPS 1230 I get 240 dpi!, the paper advances 1/216" and the print head does a second pass to fill in the gaps between the dots.

AS: Thanks for the review Paul, yes, I've heard some pretty good things about *Laser Matrix* editor, including the ability to run a Brother Daisy Wheel printer from within *Geos*. You'll find *Laser Matrix Editor* on most good Public Domain compilations.

There is another program creating a bit of a stir in the states, from CMD, the makers of the Hard Drives, RAMLink

and Gateway, called *LQ Print*, supposedly giving laser-like quality to dot matrix printers. I'm yet to see it here in Australia, however word on the Mega-Net is that it's every bit as good as they say. We shall see.

That wraps up the *Geos* news for another month. Thanks to Dick Smith Electronics for the use of the Digitor 386SX25 Mini Tower computer to write this column.

Don't forget that you can contact me with your queries via the Talisman bulletin board in Victoria on 059-444-061, and leave your message in my electronic mail, alternatively E-Mail can be forwarded from the PILBARA Image BBS, Karratha, WA, 091-444-098, or Club 64 BBS in Qld on 07-341-9560.

If you choose to use Australia Post as your mailman, write to me c/- the ACAR, PO Box 288, Gladesville, NSW 2111, and don't forget a stamped self-addressed envelope if you'd like a personal reply.



# TECHNOLOGY

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G362 — Galactic Food Fight

G292 — Sealance

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D089 — Star Trek Anim

D451 — Virtual Worlds

D423 — Walker Vs Amy

D185 — Elvira Activities

D436 — P.D Anims

D112 — Stealthy II

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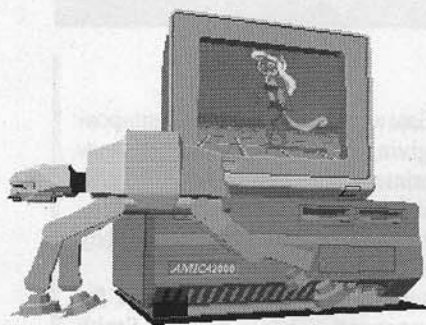
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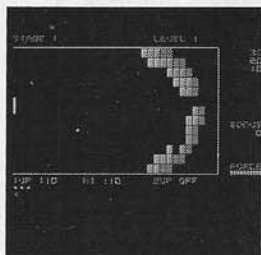




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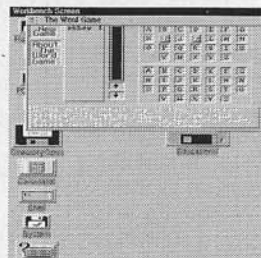


## HOT GAMES 8

Asteroids - a perfect replica of the original; Bug Blaster - zap them insects- FAST; Microbe - blow germs away- god fun; Poing - great horizontal Breakout, many levels; Revenge of the Mutant Camels - hilarious blast-up from Jeff Minter; RingWar - nostalgic vector space war; Trix - exact replica of arcade original!

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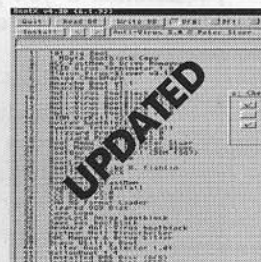
## ODYSSEY DEMO!

Five, count 'em, five, disks of solid cinematic beef. Spectacular stellar vistas, turbocharged space battles, astonishing alien cities - you name it. Odyssey has it. This one sets the standard.

NEW

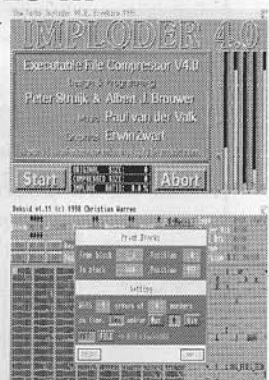
## ANTI VIRUS PAK

Continually updated to contain the latest in virus detection, removal and protection software. Numerous disk utilities are also included as a bonus. The current version contains BOOTX 4.5 (fresh from Europe). A Quick-Start guide to Viruses as well as additional in-depth information is also included in on-disk printable text files.



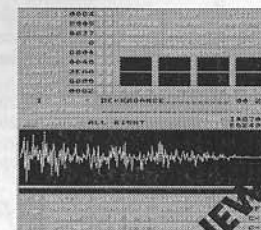
## DOS UTILITIES III

TWO DISKS: DirWork, directory utility; Imploder4.0, file compressor; LHA1.22, archiver; LibList1.20, library lister; PP, use PowerPacked data files; SuperDuper, SysInfo2.64, system stats; TrackDOS, DOS/RAM/disk track interchange; Amiga Resource Project (ARP), makes 1.x DOS commands smaller & more powerful; CShell, Shell replacement; DekSid, disk/file sector editor; FixDisk, salvage damaged floppy/hard disks; and FlashDisk, floppy optimiser.



## PROTRACKER 2.2

This is the latest version of the most powerful SoundTracker clone ever built. With ProTracker you can write tunes, load and manipulate samples, and more. ProTracker is easy to use, with on-line documentation and a printable manual. The most powerful of the Tracker programs, and a great addition to anyone's library!



NEW

### PRINTER DRIVERS

Driver programs for just about every printer ever made, including recent models. If you're having trouble finding a driver for your Datsubishi Grapefruit 300XR, it's here! Just copy the relevant driver into your DEVS:Printers directory and select it from Preferences!

### MED

MED, the Music Editor, is the most powerful four track sequencing music program available. Synthesised or sampled instruments, SoundTracker compatibility (thousands of instruments and songs), easy to use interface and full docs make MED a must have - check out our Tracks disks too!

### BACKTRACKS

Contains a collection of large samples specially designed to be played as backtracks for musicians to play along to. There are a couple of rock backtracks, a straight drumtrack, some reggae and the funk backtracks included, not to mention a great loop from the Peter Gunn Theme! Great fun!

### SUPER WB III

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### NEW DEMOS

**Psychosis:** A great demo for lovers of vector balls - this one features hundreds of 'em, animated with great speed, to the usual jaunty soundtrack. Not a classic, but well worth a look!

**D.O.S.:** A magnificent demo featuring great sound, graphics including translucent vector objects and hold and modify

raytraced animation, which is guaranteed to violently remove the socks from any jaded Mac or IBM user.

**Never Again:** This one, from Panoramic Designs, features a great assortment - a funny (if gruesome) opening animation, fast animation of a dotted flag and a variety of lines; fast mandelbrot zoom and more to a terrific soundtrack!

### CARTOONS

**1MB**

**Cartoon Anims-1:** Batman, Shuttlecock and Stealthy -

**Cartoon Anims-2:**

Amy-Vs-Walker

**Cartoon Anims-3:** Juggette, Juggette-2 and Juggler-2 - Comedy animation continuing theme of original Juggler demo.

**Cartoon Anims-4:** Stealthy

**Manuever - (MovieSetter)**  
Swiss Army F-16 - (MovieSetter)

**2MB**

**Big Cartoon Anims-1**

Anti-Lemmings Demo

**Big Cartoon Anims-2**

Coyote 2, VTOL Contest

**Big Cartoon Anims-3**

POGO

### GAMES

**Hot Games - 1:** Arcade AirAce, Missile Command, Car Race, Downhill.

**Hot Games - 2:** Strategy Blackjack, Metro, China Challenge, Conquest, Klondike.

**Hot Games - 3:** Arcade Hate, MegaBall.

**Hot Games - 4:** Classics Galaxians, Pacman, Space Invaders and Asteroids.

**Hot Games - 5:** Mind Games Imperium, Mech Fight.

**Hot Games - 6:** Strategy

Skyfight, Spacewar

**Hot Games - 7:** Arcade

Amiga Tanx, Rollerpede, Cave Runner, X-Fire



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**TRACKS 7:** 2-unlimited, Beyond\_Music (both HUGE).

**TRACKS 8:** 3 (yes, that's the name!), Anasthasia\_T99, Jarre\_Live.

**TRACKS 9:** 2MM, ELM-ST, Worlds War.

**TRACKS 10:** Backtracking, Insomniac, Klisje\_Paa\_Klisje, Lazermix91.

*All non-bootable but fitted out with IntuiTracker for playing.*

19:04 1



### HOME OFFICE

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# The C64 Column

by Owen James

by Owen James

## New 3 1/2" Drive Likely

In the news this month comes some new hope for Australian users wishing to purchase the new TIB 3.5" drive. Some strong rumours have been circulating around the traps that a Western Australian company has agreed to import it. Pricing details were sketchy, but some of the figures floating about suggest it will be very affordable to the average C64 user. Hopefully we'll have some more definite news next month. Watch this space.

## C64 Journal

*Commodore Network*, the new Australian C64 journal, is now available. Issue one contains 16 pages of all-Australian content packed with programming columns, news, tips, reviews and more. *Commodore Network* is available only by subscription. Rates are: three issues for \$10.50, six issues for \$19.50, 12 issues for \$36.00, or 24 issues for \$60.00. Cheques/money orders should be made payable to Warren Naismith. *Commodore Network*, 9 Wadeson St, Cobram, Vic 3644.

## Sydney West BBS

C64 modem users will be pleased to know that a new BBS in Sydney's West is now offering C64 support. Check out all the latest C64 PD at The Info Centre, (047) 36 6263. Hopefully in the not too distant future it will carry one or two C64/128 echo areas as well. You can also leave me a message on this board.

If you have a news item to contribute, you can write to me at PO Box 288, Gladesville NSW 2111, Netmail me at 3:713/810.2, or fax me on (047) 57 3982.

## Mail

### Expansion

Andrew Mackie, of Narangba Qld, writes: "Dear Owen, Being a new ACAR reader and C64 owner it is not surprising that I am so far behind the technology that exists for the 64. However, I am learning more and more all the time and I would like to learn more with a little of your help."

"In the March ACAR you suggested to a reader that perhaps he should try a Turbo Master CPU. Can you tell me how this operates and where I may purchase one as I own a *geoPaint* etc and would like to increase the speed of this. I am also considering an REU. Is this really worth it and where may I purchase one of these?"

**OJ:** The Turbo Master CPU is a hardware device that connects to the cartridge port of your C64. From the moment you turn it on your C64 will operate approximately four times faster than usual. Calculations, screen refreshes and disk drive operations will all benefit immensely from this unit. If you're a fan of GEOS, this unit is as much of a necessity as a second drive. Perhaps the only downside is the high price. Turbo Master CPUs can only be purchased direct from the Shnedler Systems in the US. Their address is 25 Eastwood Road, Asheville, North Carolina 28813 USA. Telephone (704) 274 4646 (US number).

REUs are a "must have" if you're serious about your C64. They are most beneficial to programs such as GEOS which rely on overlays - loading new sections of code only as needed to conserve memory. GeoRAM is probably the best choice if your main area of interest is GEOS. These 512k units are currently available from Logico (02) 550 0727 for \$249.

## C64 to MS-DOS?

Russell Hung, of Baulkham Hills NSW, writes: "Dear Owen, Am I right in thinking you mentioned a way to convert *GeoWrite* files to IBM? My wife uses IBM at work, and if she could prepare material at home on our 64 and then take the disk in it would obviously be a bonus. Or is this all wishful thinking?"

**OJ:** Some good and bad news for you, Russell. The good news is that it is in fact possible to convert to IBM (MS-DOS) format. The bad news is that it can't be done directly from your old 1541. There are actually a few different ways of performing this operation.

Firstly, if your C64 and your wife's IBM at work both have modems then files can be transferred by having your C64 "call" your wife's computer. Both computers will need communications software.

The second method is by using the new TIB drive, which is rumoured to be making an appearance in Australia 'Real Soon Now'. This 3.5" drive actually uses MS-DOS format directly, but your wife's IBM must have a 3.5" drive.

I've actually had to transfer some C64 files to MS-DOS disks in the past, but I relied on a more complicated method. I used a 1541 linked to an Amiga 2000 to transfer files firstly to AmigaDOS format, and then an Amiga utility to transfer to an MS-DOS disk. This is certainly a long way around, but possible if you know someone with an Amiga.

Of course, before files are transferred you will need to have them in a clean ASCII format. The "Wrong Is Write" GEOS utility is very handy for converting GEOS documents in this way.

## GEOS Disks?

R. Coleman, of Cloverdale WA, writes: "Dear Owen, I have noticed Arthur Stevens advertising two GEOS disks for \$10. Are these the same as yours?"

**OJ:** There's been a few enquiries about that. To be honest, at the time of writing I don't know exactly what programs are on Artie's disks. To clear things up a little I'll give you a run down on mine.

Firstly, *geoPD Volume One* (released back in February) is a double-sided disk containing over 25 utilities, printer drivers and games including: *Laser Matrix*, *GeoMimic*, *Font Dump*, *Scrap It!*, *Wrong is Write*, *Draw Poker*, *GeoMonitor*, *AnalogClock*, *MacAttack*,



*GeoSliders*, *MLabel*, *Blackout*, *The Font Machine*, *GeoList*, *Unlock*, *QuickTop*, *Labeller*, *NotePrint* and more. Volume One comes complete with two pages of printed documentation giving descriptions and helpful advice on the programs.

Volume Two of geoPD is another double-sided compilation and was released in June this year. It contains roughly the same number of programs as Volume One and includes: *Dual Top*, *Untrash*, *GeoGIF*, *Paint Scrap*, *Write Toolkit*, *Blue Pencil*, *Paintview* and many others. The disks can be bought individually for \$6 each. I hope that clears things up for a few people.

## Question Time

A rather interesting person by the name (handle?) of DVS-D writes: "Dear Owen, I just thought I'd write in to the best magazine in Australia for the C64. Here's the traditional 'numbered questions':"

i) What do you think of *Sim City*? I just blew fifty dollars on it and I'm not at all happy with it, mainly because it's soooo boring. Any advice?

ii) I know it's illegal to copy programs that have a Copyright, but what about backing up originals? Could someone get into trouble for that?

iii) In your opinion, what do you think would be the best five action, RPG and Adventure games?

iv) Is the 3D construction kit out in Australia on the C64 yet? If so, how much is it and where can I get it?

"And now for some of my comments: ACAR is great! C64s are great! Owen is great! C64 owners, get your pens writing and send so many letters in to ACAR that they'd have no choice but to increase the quantity of C64 gear. Who knows, we may even get 10 pages eventually.

"If anyone wants to write to me for a tip, game or just wants to talk C64, write to DVS-D, 3 Black St, Culcairn NSW 2660. Please please print this letter! If you do I'll say 'Owen is cool' twice a day for a month!"

**OJ:** Why thank you, oh humble fan. And hands up if you'd like an autographed photo of me. Anyone???

Okay, time to switch into Quiz Master mode ...

i) I've never had the pleasure of playing *Sim City* myself, though I have heard similar complaints. Anyone care to offer their views?

ii) That's a bit of a tricky one. Yes, you are allowed to back up your software, but strictly speaking many program license agreements stipulate that the program must not be modified in any way. This of course brings about the problem of how to avoid copy protection. Without physically altering the program code, many programs cannot be backed up. How do readers approach the subject of Copyright and backups?

iii) Well, I'm really the wrong person to ask. I'm not what you would call a 'seasoned gamer', preferring to do something a little more productive with my time. Two games that I have fond memories of, however, are *Labyrinth* and *Maniac Mansion*. They're about the only games that have ever really hooked me.

iv) I haven't heard any news of its availability in Australia. Any sightings? As for the "Owen is cool" bit, who do you want the cheque made out to???

## And More Questions

Matthew Maher, of Cranebrook NSW, writes: "Dear Owen, I have been reading your magazine for over a year. I think it is one of the best for C64/128 and Amiga owners. Could you please send me the instructions to the Final Cartridge III because I didn't get any with mine and the shop won't give me any either. When I print anything out with the cartridge it prints characters in the middle of the picture and it doesn't feed the paper, it just keeps printing on the same spot.

i) What is the best cartridge and the best book for the amateur programmer.

ii) What are your five best adventure games. Are there any more games like

*Zac McKracken*, *Maniac Mansion* and *Labyrinth*? Where can I get an adventure creator and how much?

iii) Do you know any cheats for *Turrican 2*?

iv) Do you know where I can get a cheap but good modem?"

**OJ:** I'm afraid I don't have copies of The Final Cartridge III instructions to just hand out upon request. Why has the shop refused to give you any? Just threaten to bring Consumer Affairs into it - that's always worked for me.

i) You already have my favourite, Final Cartridge III. It gives many extra BASIC commands and provides a nice environment to program under. As for the best book, I'd recommend the four book set of *Step-By-Step Programming the Commodore 64*. It provides a terrific course in not just simple programs, but high-resolution graphics and animation as well. Highly recommended.

ii) What is this? Have I been demoted to the Entertainment Section recently? Anyway, there are quite a few other adventure games around, but I don't think there are any that come close to *Maniac Mansion* and *Labyrinth*.

If you're a member of The C64/128 Games Club then you can order their Adventure Disk which contains about ten or so adventures AND an Adventure Creator program. For Games Club joining details you should contact Scott Logan at 9 Colington St, Mansfield, Qld 4122.

iii) What ever happened to the days when people could complete games WITHOUT resorting to cheat modes? I don't know any cheats for it, so I guess

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## Dear C64 & Disk Drive Owners

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- \* Correspond with C64 M/C programmers, artists, musicians and users from around the world?

If you answered "YES" to any of these questions, then please read on. The C64 demo scene is a worldwide network of demo and hacking teams, comprising of 1000s of dedicated C64 users who prefer to use their C64s for more than just playing games. Dozens of disks of NEW software products are produced each month. Being involved in the demo scene can be interesting, fun and CREATIVE.

\* To receive information about how to become part of the C64 demo world, send a S.A.E. to:  
32 Renfrew Crescent, Edgeworth, NSW 2285



you'll have to play it the way the programmers intended you to - The Hard Way!

iv) Cheap and Good aren't two words that often go together in the same sentence. Best idea would be to check out the For Sale sections of your local paper. There's often a good bargain to be had on second-hand equipment. If you're a Commodore Network reader, watch out for modems in the buy, sell and swap section (Micro Mart).

### Borders and Backgrounds

Geoffrey Parkyn, of Murray Bridge SA, writes: "Dear Owen, can the Background and Border colour be turned off via a set of BASIC commands so as to leave the screen virtually transparent, but at the same time still able to use coloured text and/or graphics?"

"This may seem a strange question, but can it be done, or is the Commodore 64 Colour Chip constructed in such a way that the removal of Background/Border colour is impossible?"

**OJ:** Neither colours can really be turned 'off', however you can give the illusion of there being no background or borders by setting both to black. This can be achieved by typing POKE 53280,0 and POKE 53281,0. Text colour can be set to anything you like and graphics such as sprites etc will still be displayed provided they use any colour but black.

### News and Views

Andrew Gormly writes: "Dear Owen, Congratulations on the excellent column. The TIB drive seems to be set for a big take off. Ocean are releasing *Robocop 3* on 3.5" disk specifically for this drive and other companies are pledging support as well. Hmmm ... Maybe I'll even write an article that sums up all the rumour and speculation and fact so far! I'm currently working on the complete story of viruses for both the C64 and Amiga, including a history of the virus itself going all the way back to 1978.

"I actually wrote to inform you of the

founding of another C64 magazine! That's right, a new magazine - albeit dedicated to games - called *Commodore Power*. It has recently left the shores of the UK and the third issue is now in Australia.

"I'm not sure if you've seen it before, but you made no mention of it in your column and I should think that such a development is the exact thing needed to shut up all those people who have nothing better to do with their "superior" computers than throw flak at the good ol' C64. The tally of C64 magazines worldwide has now reached six: *Zzap C64!*, *RUN*, *Commodore Disk User*, *Commodore Format*, the new *Commodore Power*, and - of course - the best one: *The Australian Commodore and Amiga Review*. Keep up the good work Owen - with a little luck and a little effort, I reckon we can put this magazine at the top of those six."

**OJ:** Thanks for the information on *Commodore Power*, Andrew. If no one tells me about these things then I can't print them. Evidently *Commodore Disk User* is no

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longer being published, but *Commodore Network*, another new Oz publication, reports that the creators of CDU are starting their own disk-based magazine, rumoured to be called "Light". *Commodore Network* is currently negotiating with the UK publishers in an effort to present "Light" to Australian users at reasonable prices. Thanks go to *Commodore Network* for providing the CDU information.

## Tips & Tricks

Robert Norris, of Franklin in Tas, provides these POKES for us.

To remove the question mark from INPUT commands on a C64 type POKE 19,1. POKE 19,0 to turn it back on. On a 128 you can do the same by POKE 21,1 and POKE 21,0 to turn it back on. It's best to turn the question mark off immediately before the INPUT and turn it on immediately after, otherwise some strange things could happen to the screen.

To flash cursor during a program: C64

ON - POKE 204,0

OFF - WAIT 207,1: POKE 204,1

128 ON - POKE 2599,0

OFF - POKE 2599,1

To check for the modifier keys. On a C64 PEEK (653) or on a 128 PEEK (211). The return values are 1 if SHIFT pressed, 2 if CBM pressed, 4 if CTRL pressed, 8 if ALT pressed (C128 users only).

To print characters in reverse. On a C64 turn on by POKE 199,1 and off by POKE 199,0. On a 128 turn on by POKE 244,1 and off by POKE 244,0

To change the print colour. C64: POKE 646, colour (0-15). C128: POKE 241, colour (0-15 for 40 col) or (0-255 for 80 col).

To find whether computer is a C64 or a C128 in 40 or 80 columns.

10 A=40: IF FRE(1)+FRE(.) THEN 30  
20 GRAPHIC CLR: IF RGR(.)=5 THEN A+80

Craig Mundy provides us with these: To know what the last file loaded was, type SYS 62913

To check how many blocks are free on disk, type LOAD "\$\$",8

To make a new start without turning off the computer, type SYS 64738. Instead of using pokes to change the border and background colours, use this instead:

10 AD=49220: FOR T=AD TO AD+18: READ D: CK=CK+D: POKE T,D: NEXT  
20 IF CK < 2525 THEN PRINT "ERROR IN DATA": END  
30 PRINT CHR\$(147) "TO USE, ENTER SYS";AD;," SCREEN, BORDER"

40 DATA 32, 253, 174, 32, 158, 183, 142, 33, 208, 32, 253, 174, 32, 158, 183, 142, 32, 208, 96

Well, that just about wraps up The C64 Column for another month. Remember, if you have tips, tricks, questions or suggestions then I'd love to hear from you. You can drop me a line care of The C64 Column, PO Box 288, Gladstone NSW 2111 or via Netmail at 3:713/810.2. Catch you all here again next month.

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## **K-Mart Bails out of Amiga Software Market**

Rumour has it that the K-Mart chain are planning to discontinue marketing Amiga software. Apparently, the low volume of sales has made stocking Amiga titles unprofitable. Meanwhile, Questor's Tim Allison claims that many Amiga owners are no longer using their

computers. Allison claims that the games market has split - young families have tended towards console games like the Nintendo or Sega, while there's a big market for sophisticated games for the 30 to 40 age group who typically use high powered IBM compatibles. And the Amiga? "Bad news," says Tim - it's fallen through the gap in the middle.

Let's hope the release of the A600 stems the flow.

## **ACAR Entertainment Hints Disk Going Strong**

On a brighter note, our very own ACAR Entertainment Hints Disk is alive and well, and selling like hot cakes. It's jammed full of all the game hints and tips we've ever received here at ACAR, together with some never-before-published full solutions and maps.

How do you get your very own copy? Simple. Just send a stamped, self addressed envelope with a cheque for \$5 and a blank Amiga disk to Phil Campbell, PO Box 23, Maclean NSW 2463.

## **New Hall of Fame Custodian**

As keen eyed readers will have noticed, the Hall of Fame has a new boss. Production Assistant Juris Graney (pronounced "Uri" as in "fury" and "Grainy" as in "Rainy") has taken over the keys to the corridor of glory. Send him your C-64 and Amiga high scores at 41 Cameron St, Maclean NSW 2463.

## **Mindscape August Copy Cats Competition**

Something different this month, and it's not really a competition. Call it a survey if you like, but what I want you to do is send in some details about your game collection. Here at ACAR we're concerned at reports that software piracy is crippling an already recession stretched industry. And we want the facts. So here's what we want you to do. On the form below, or simply on the back of an envelope, write the number of games in your software collection that you have actually bought with real money.

If you're feeling honest, then tell us the number you've been "given by friends" or that you're "just testing for a while to see if you like it." Or, to be a little more blunt, that you've copied.

All replies will be treated as absolutely confidential, so don't worry about the men in blue suits rolling up to your doorstep.

Statistics will be collated and published in a future issue. And for your trouble, three lucky entrants will win a copy of Mindscape's excellent Bitmap

Brothers Compilation Pack, featuring *Xexon*, *Cadaver* and *Speedball II*.

Send your completed survey form, or a copy of it, or your answers on an envelope, to Phil Campbell, PO Box 23 Maclean NSW 2463. Remember, it's confidential - and you could win a nice prize.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Computer type: \_\_\_\_\_

Dear Phil, here are the confidential details of my software collection:

Number of original games purchased: \_\_\_\_\_

Number of games copied: \_\_\_\_\_



New players in the Australian games market Directsoft are due to make a big splash with the October release of *Crusaders of the Dark Savant*, the seventh title in the popular Wizardry RPG series.

My Thesaurus tells me a "savant" is an "authority, genius, maestro, sage or virtuoso" - so watch out! That makes the bad guy in this game is a dark genius. And you'll need some talent of your own to make it through.

The game is closely tied to its pred-

## Crusaders of the Dark Savant Coming Soon



ecessor, *Bane of the Cosmic Forge*, and there are four possible openings, depending on your progress in the previous game. Non-Bane players can start a fresh game, then there are three openings depending on whether you concluded Bane by taking the pen, killing Bela, and entering the space ship.

At my first glance, the graphics look lovely, with plenty of mood and atmosphere. Watch out for a full review soon, and more details in the next issue.

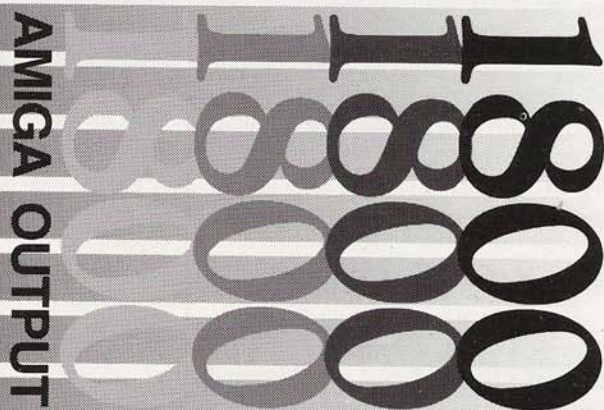


## Mindscape Paragliding Winners

Were you one of the eight lucky winners of Paragliding? Will you get to experience the thrills and spills of the most exhilarating sport on earth. Probably not, unless you worked extremely hard. In June, we asked you to make as many words as you could from the letters PARAGLIDING. And here are the results.

Bad luck, first of all, to Chris Trevitt, who submitted an incredible 608 words. Trouble is, Dag and Dig appeared four or five times each, and those were only the ones that caught my eye. Busy editors don't have time to go back and do a full recount, so the umpires verdict is ... out.

Coming back down to earth a little, regular entrant Taffy Jones scored an impressive 372 words. A copy of *Paragliding* is winging its way to you at Padbury WA. Congratulations. Next we've got Phil Hodgson of Kenthurst NSW. Phil sent a very sturdy 297 words, complete with full definitions. Well done! Yvonne Chandler, Griffith NSW is another regular word puzzle entrant. She scored 278 words, which makes her an easy winner - it's worth all the hard work, isn't it Yvonne. G Cook of Wulguru Qld trailed close behind with 276 words. Robert Di Donato of Smithfield NSW came in with a healthy 263 words, Allison Beagley of Maddington WA (Kamikaze Andy territory) found 227 words, while Chris Tan, West Ryde, and Mr M K Merritt of Elizabeth Park SA both came in with 220 words.



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# Entertainment Letters

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## Reflecting on the Prince of Persia

Dear Phil, Could you please tell me or put me onto someone who could tell me how to get past level four on *Prince of Persia*? If I go one way I come up against a mirror and the other ways are dead ends.

Raymond Clegg

Ed: Juris Graney, our resident game wizard, tells me you should take a flying leap at the mirror - you will go straight through it. This will create another you. Be careful though, if he should touch you, you will be sapped of most of your life - he's an "anti-matter" you.

Be ready for an interesting battle, especially right at the end of the game. If you want to cheat and skip levels, check out my comments in the Realm.

## Wind in the Willow?

Dear Phil, Would anybody be able to help me in *Willow Pattern*? I have got through to the other side, got the key and the girl. This is where I am stuck. Can anyone help me. The game is on the C64.

S Symonds

Ed: Boy, I don't think I've even heard of *Willow Pattern*. Are you sure you don't mean *Willow*? Anyway, let's hope there are some educated readers out there.

## Rotten Dirty Cheats

Dear Phil, In reference to your article in the *Amiga Annual*, I would formally like to complain about the cheats for *Chaos Strikes Back*. They don't work.

Another thing, the spells enclosed cannot be used either. Some of the symbols are in the same category. As many "Dungeon Master" fans would know, this cannot be done. I just hope and pray that it was all a typing error and that you can forward me the correct spells.

Frank Whiteside

Ed: Mmmm - cheated by the cheats, eh? Keep hoping and praying, because hopefully some kindly reader will be able to offer some better quality cheats and codes. Our apologies!

## Praise from Pit Fighter

Dear Phil, I am a C64 owner and I firstly would like to say that ACAR is an excellent magazine. I also have several questions to ask.

1) In *Pit Fighter*, how do you get two different fighters to fight simultaneously?

2) In *Back To The Future*, how do you get past the first level? After giving all the characters their correct equipment, they freeze up.

3) For *Foot Bag in California Games*, how do you do a Doda, Reverse Doda and Double Arch?

4) In *Paperboy*, what is the aim?

5) In *Ikari Warriors*, how to get into the landed helicopter you encounter?

6) In *Ghostbusters II*, (3rd level) how do you get past Ray after Vigo has been zapped?

Also I can help anyone stuck in *Terminator II*. Do you know what is the next game in the series *Street Sports*? One last thing, do Dual Pack games only work on the C128 or do they work on the C64 as well?

Min Sub Kim

Ed: Boy, what a pile of questions. I'll leave it to our expert readers to answer questions 1 to 6. In the meantime, dual pack games should work fine on the C64. In fact, I haven't seen any games designed exclusively for the C128.

## Advice Taken

Dear Phil, Thanks for the advice, I got a disk drive for my C64 and now am getting an Amiga after a lot of saving. I also got Lotus *Espirit* on your advice which is hot!

Which is the best on the Amiga, *World Class Rugby* or *Rugby - the World Cup*? Thanks Phil.

Michael Bradley

Ed: Glad you were pleased with your purchase, Mike. Hey, before you spend all your hard earned cash on the A-500, why not take a look at the A-600 that was released last month at the World of Commodore show. It looks like a great machine. As for Rugby games, watch out for our review in next month's issue.

## Budding Tycoon Embezzled

Dear Phil, In the May ACAR, page 69, listed under Entertainment Hints and Tips, a tip to obtain more money for *Railroad Tycoon*. On reading the solution to my problem, I tried as suggested, however, I could not get one red cent or even a flicker from the program. Has someone forgotten to tell all?

Glen Walker  
Prospect SA

Ed: Boy, looks like we'll have to start some serious quality control in the Hints and Tips department! We print the hints that you folks send in ... so hopefully someone will send us some revised advice for *Railroad Tycoon*.

## Lost Labyrinth

Dear Phil, I am trying to acquire the game *Labyrinth* for the Amiga 500. This is the game based on the movie with David Bowie and Jim Henson's puppets. We had this game for our old C64 but when we sold that we also sold the software we had.

In the June issue of ACAR some advice was given to a reader in the Smart Adventurers Department, it didn't specify if it was for the C64 or for the Amiga.

Any information as to where I might acquire one from would be greatly appreciated, specifically if someone has an old original copy they wish to sell.

Keith Hodges

Ed: If any readers can help, please let us know. Keith may have been better off writing to the Realm's swap shop, but let's see what happens here.



## C64 Software Plea

Dear Phil, Please send catalogue or information on available software on disk covering education, utilities, games and business.

Mr N Hicks

Ed: No.

## Jive Talkin' Dude Seeks Help

Dear Phil, Incredible magazine man! Hats off to all. Anyway, major problems with *Might and Magic II*. Anyone out there HELP!!!!

How, in Cron, can I reunite Corak's soul with his body? I can't get past the invisible barrier where his body lies.

Red messages have been collected and so too the decoder but only rubbish is decrypted - SOMEONE HELP!!

Robert Di Donato

Ed: Cool jive talk man. Let's lay it on the grapevine and see if anyone takes the bait and sets you straight.

## Thunderhawk Bugged?

Dear Phil, Around Christmas last year, I brought *Thunderhawk* by Core Design. It is a top game but my copy has a bug. This bug makes completing campaigns impossible. In one mission, you are to destroy a bridge. But this bridge is indestructible. I have tried all the missiles and bombs but no destruction. Any suggestions would be appreciated.

Narayan Batpe

Ed: Boy, how frustrating! Maybe there's a secret that some of the flying aces out there can share. Stay tuned.

## High Praise from New Subscriber

Dear Phil, I am only a new subscriber to the magazine, but I find it very interesting and informative (so do the kids who head straight for the games and entertainment section). Keep up the good work, it's good value for money.

Steven Blinman

Ed: Glad you like the magazine, Steve - watch out over the next few months as we get even bigger and better.

## Railroad Tycoon Revisited

Dear Phil, Attention *Railroad Tycoon* fans. Can anyone supply more information on the "cheat" outlines in the May copy of ACAR. I've tried every imaginable combination of SHIFT, CONTRL, AMIGA and even the ALT keys, but I still can't get hold of any of this free money. Shift-Y definitely does not work on my version. Meanwhile, I'll just have to battle the recession like everyone else.

Peter Gleeson

Ed: Yep, we know, we know. We've stuffed up. See the reply above.

## Barbarian Problems

Dear Phil, I am having trouble with *Barbarian 2* from Psygnosis. I am on the level where monks shoot fire balls at you. I have killed all creatures on that level. My equipment is both types of sword and bows and the grapple and hook. What do I do next? Help!

Also I have cheats for over 500 games, and 160 on disk. If you send \$1, I'll send you your choice of 10 cheats (fee for photocopier) or a blank formatted disk and I'll send you 160 cheats!!! Please include a SSAE or disk won't be returned. Andre Thomas, 9 Den Place, Lockridge WA 6054.

Ed: Thanks Andre. We'll see if we can find you some answers.

## Indiana Jones Solution

Dear Phil, I have the solution to Simon Lane's problem about *Indiana Jones*. If Indy jumps on the first rope just as the man on it begins climbing up, he can follow him until he reaches a ledge on your right - jump onto it. From there it is a matter of timing to jump across all ropes to the platform on the left - watch the climbing men carefully. Alas, I can't get much further than this myself.

ACAR is a great mag and you are running a very informative column. Keep up the good work.

Steve Muller

Ed: Some good news at last! Thanks for your help.

# ENTERTAINMENT HINTS & TIPS

Send your hints and tips to Phil Campbell, PO Box 23 Maclean NSW 2463. We're looking for fresh, new, up to date ideas, and especially practical tips from your own hard won experience. Share your knowledge! And if you send in your tips on disk with a stamped, self addressed envelope, we'll return a free copy of the fantastic ACAR Entertainment Hints disk! What a deal!

First cab off the rank this month is Andre Thomas, who offers a pile of handy hints.

*Gremlin 2* Type SINATRA on the high score table for infinite lives.

*Turrican* Type BLUESMOBIL for 99 lives.

*Turrican 2* Press 1 4 2 ESC ESC in that order on the music selection screen for infinite lives and energy.

*Defender of the Crown* Press K while the game is loading for 1024 knights and soldiers.

*Barbarian* (Psygnosis) Type the numbers 04 08 59 (with spaces) for infinite lives.

*Bio Challenge* Pause, then press G to meet the end of level guardian.

*Horror Zombies from the Crypt* Finally, Andre says if you type 'Bogeyman' during *Horror Zombies from the Crypt*, you'll have infinite lives. Thanks Andre.

Daniel Smith from Old Noarlunga SA chips in with the access codes for all the levels in *Horror Zombies*. Here they are:

Level 1: Not needed.  
Level 2: WOLFMAN  
Level 3: HAMMER  
Level 4: LUGOSI  
Level 5: NOSFERATU  
Level 6: GARLICSHINOBI



Also from Daniel comes this handy martial arts tip. Pause the game and type 'LARSXVIII' - now unpause, and you now have infinite lives.

**Silkworm** - Still the second best blast ever! Daniel says you should hold down the HELP key on the control options screen and press fire for infinite lives. If that doesn't work type 'SCRAP 28' (with space) on the same screen for the same effect.

**SWIV** - This one's marginally better than *Silkworm*, placing it at the top of my shoot-em-ups pile. Daniel says press P to pause the game then type 'NCC-1701' then press 'N'; the screen will flash. Press 'P' again to unpause and from there on both players will now have infinite lives. (The '-' symbol refers to the one on the main keyboard

NOT the numeric keypad.

**Railroad Tycoon** - For a slight change of pace, Stephen McKinley offers the following advice for budding tycoons. While on the Regional Display you can press SHIFT and \$ for extra money. \$500,000 extra to be exact. I wouldn't mind a pay packet like that.

**Indianapolis 500** - Here's a helping hand for the motorheads among us from Drewe Zanki. In *Indy 500*, when qualifying use only 10 litres of fuel, and when you are racing a 10 lap race, use only 15 litres of fuel. And one more thing ... remember to keep your shocks firm and wheel difference at +1.00 inch.

**Jaguar XJ-220** - Also from Drewe comes another driving tip. When the CD player screen appears in *Jaguar XJ-220*, choose a silly tune and exit. This will

make the race go 2-3 times quicker.

**Handy Help for Indiana Jones** - Ray Graham from North Ryde NSW has rushed to the aid of Simon Layne (ACAR May) who was confused about the men on the ropes in *Indiana Jones*.

Wait on the rope you climbed up, says Ray. On your left are three visible ropes. Wait until the three men come down almost together, then follow them up, jumping from the first to the second then the third rope. While climbing up the third rope a fourth rope is now available and a man will climb down it; as soon as he has passed you on the way down jump onto his rope and keep climbing up till a platform appears on the left. Quickly jump onto this platform and continue the game. Thanks Ray!

# Hall of Fame

Looks like another bumper issue for high scores this month. In particular, Stephen Demchinsky writes that Jordan Noglets high score of 131,076 for *Test Drive* was "pathetic". Is this a challenge Jordan? Darrin Smith made a huge effort on *Hybris* with 2,575,100, but had to retire due to boredom. Well done Darrin.

Calling all C64 owners. Where are your high scores?

Send your totally cool high scores to Juris Graney, 41 Cameron St Maclean, NSW, 2463. Please mark clearly whether your scores are for C64 or Amiga. And remember - NO CHEAT MODES ALLOWED!

Amiga  
ACTION FIGHTER 132,530 R Baker  
ALERT 359,700 Robbie Baker  
ARKANOID 1,052,610 Steven Walter  
AMAZED 130,500 Chris Turnadge  
AXEL'S MAGIC HAMMER 329,800  
Aaron Buscumb  
BAAL 134,250 Davo  
BATTLE COMMAND 334,200 P Cain  
BATTLE SQUADRON 99,999,999 (c)  
Amos Burbridge  
BEYOND ICE PAL 67,626 (c) C  
Turnadge  
BIO CHALLENGE 29,000 A Sanderson  
BLOCKOUT 85,281 Stephen Lark  
BOMB JACK 382,310 David Dilkes  
BUBBLE + 276,850 (c) Chris Toyne  
BUBBLE BBLE 2,960,980 K Cameron  
BUDOKAN 6:08min (c) Mark Sorensen  
BUGGY BOY 113,260 Phouse Nick  
CAR-VUP 484,122 Happy Hacker  
CHASE HQ 7,426,060 Phouse Nick  
CONT. CIRCUS 4,815,390 Dolly  
CRZY CRS 93,622,590 (c) R Cameron  
CRAZY CARS CHALL 3,000,000,000!!  
Michael Summers

CRSTL HMR 8,787,921 (c) K Cameron  
CYBERBALL 475,000 David Marsh  
DENARIS 53,900 Peter Evans  
DIABLO 1,490 Timothy Johnson  
DRAGON NINJA 246,400 R Matthews  
DOUBLE DRAGON 962,355 R Cameron  
DOUBLE DRAGON II 187,830 (c)  
Damien Carsburg  
EDD THE DUCK 5,820 A Gormly  
ELIMINATOR 246,570 Greg Murro  
EMERALD MINE Lvl 23 (d) T Johnson  
FLOOD 13,135 Matthew Beetson  
GEE BEE AIR RALLY 308,726 R Irwin  
GIANA SISTERS 87,827 Mat Beetson  
GODS 3,957,622 (c) R Pitt  
GOLDEN AXE 488,6 (c) Mat Beetson  
HYBRIS 2,575,100 Darrin Smith  
IK+ 1,039,200 (c) Powerhouse Nick  
IMPOSSIBLE MISSION 66,380 D Unwin  
IMPOSSIBLE MISSION II 67,900 (c)  
David Dilkes  
INDIANA JONES L.C. (c) Phillip Nicoll  
INDIANAPOLIS 500 37.00sec/  
243.24mph Ian Klaus  
INERTIA DRIVE 33,600 (c) A. Gormly  
KARATE KID II 54,000 M Summers

KILLING GME SW 699270 D Thompson  
KLAX 4,396,040 Happy Hacker  
LEATHERNECK 86,500 S Crosland  
LIVE & LET DIE 96,520 M Beaton  
MAJOR MOTION 50,658 O Webster  
MENACE 996,481 Kamikaze Andy  
MIDNIGHT RESISTANCE 302,550  
Oops! Lost your name!  
MINDWALKER 306,214 P Schumacher  
MOUSETRAP 71,977 Davo Rich  
NARC 180,800 Damien Carsburg  
NINJA MISSION 66,528 Chris Toyne  
NITRO 283,000 (c) Brett Bannerman  
NUCLEAR WAR 920 (c) Matt James  
N. Z. STORY 546,895 Embah Beaton  
ONSLAUGHT 39,918 Andrew Gormly  
OPERATION THUNDERBOLT 166,400  
Andrew Gormly  
OPERATION WOLF 355,680 G Wilson  
OUTRUN 32,150,464 (c) Darrin Smith  
OFFSHORE WARRIOR 626,345 J Booth  
PACMANIA 3,250,140 (c) A Burbridge  
PINBALL MAGIC 332,390 T Chilcott  
PINBALL WIZARD 3,893,570 S Hose  
PIONEER PLAGUE 35,412 Keir Sooby  
PLUTOS 299,000 Davo  
POPULOUS 347,990 Michael Summers  
PORTS OF CALL \$3,654,944,000  
Status 1033 Troy Clarke  
POW 612,865 David Thompson  
RAINBOW ISLANDS 9,999,999 (c)  
Timothy Johnson  
RAMPAGE 212,912 Graham Wilson  
RICK DNGROUS II 68,450 S Southurst  
ROBOCOP 375,520 Michael Summers  
ROTOX 183,050 (c) Faye Doherty  
SIDEWINDER 904,350 S Easley-Eades  
SLKWRM (H) 9,963,360 (c) R Cameron  
SLKWRM (Jeep) 2,369,571 K Cameron  
SKWEEK 3,375,400 Faye Doherty  
SPACE ACE 22,140 Neville Clarke  
SPACE HARRIER 210,855,250  
Maverick  
SPEEDBALL 17,650 Amos Burbridge  
SPEEDBALL 2 394-2 Matt James  
STARWARS 5,722,822 wve 33 C  
Mingos  
STRIDER 175,350 Neil Young  
SUPER CARS 24 races D Thompson  
SPR HANG-ON 25,042,850 D Worthy  
SPR OFF-ROAD \$350,000 A Gormly  
SPR WONDER-BOY 93,750 J Graney  
SWIV (HELJ) 2,108,210 (c) R Adams

SWIV (JEEP) 1,788,100 S McKinley  
SWORD OF SODAN 403,500 S Begley  
TN M N TURTLES 546,600 (c) J Leeken  
TERMINATOR II 53,968 (L6) Shane  
"Loopy" Hoffman  
TEST DRIVE 169,437 (c) S Demchinsky  
TEST DRIVE 2 659,992 M Summers  
TETRIS 39,586 (774 Lines) C Lewis  
TETRIX Level 232 Stephen Lark  
THE RUNNING MAN 123,500 D Rucci  
TNDERBLADE 2,034,040 De Moose  
THUNDERCATS 522,300 S Southurst  
TOWER OF BABEL 25,934 (c) S Lark  
TRBO OUTRUN 100,260,819 M Mantle  
TURRICAN 1,735,100 (c) A Jenkin  
TURRICAN II 3,307,700 (c) M Beetson  
TV-SPRT BSKTBALL 192-39 M James  
TV-SPRTS FTBALL 189-0 D McKinney  
TWINWORLD 24,640 Carol Love  
TYPHOON 54,255 Owen Webster  
U.N.SQUADRON 762,255 (c) Tony  
Stojanowski  
VIRUS 19,801 Scott Southurst  
WHIRLIGIG 28,210 Nathan Allen  
WINGS 432 kills Robert Irwin  
WINGS OF DEATH 56,870 R Irwin  
WNRD BY 381,186,042 (c) K Cameron  
XENON II 1,107,280 (c) Mark Porta  
ZOOM 67,051 Steve Jones

COMMODORE 64  
ALLEY CAT 1,101,150 Simon Mitchell  
ALTERED BEAST 312,400 R Zanker  
ARKANOID 930,340 Joseph Wright  
ARKANOID 2 756,250 Mean Max  
BATMAN 521,360 The Joker  
BATMAN-THE MOVIE 1,087,080  
Michael Bradley  
BANGKOK KNIGHTS 39,600 J Smith  
BOMB JACK 521,820 Adam Wade  
BUBBLE BOBBLE 6,963,930 (c) David  
Gavrilovic  
BUGGY BOY 182,790 P Murray  
CABAL 194,450 The Joker  
CHASE HQ 11,366,900 (c) Hacker  
CHASE HQ II 29,100 (c) Adam Wade  
CREATURES 10,123 Adam Malinowski  
DAVID'S MID MGC 669,150 The Joker  
DOUBLE DRGN 35,820 (c) A Prasad  
DOUBLE DRGN II 255,190 N Heeswyk  
DRAGON BREED 496,870 H Hacker  
FAST BREAK 136 to 9 Chris Byrne  
GHOSTS & GOBLINS 325,600 A Wade

GHOULS AND GHOSTS 558,110 (c)  
Adam Wade  
GIANA SISTERS 287,100 (c) A Wade  
GRYZOR 228,600 Mean Max  
H. MARADONA Level M N Heeswyk  
HAWKEYE 207,650 Adam Wade  
IKARI WARRIORS 308,300 J Aldridge  
INT. KARATE 139,300 Paul Millward  
LAST NINJA II 19m05s (c) Marc Bell  
MIDNIGHT RESISTANCE 28,540 (c)  
Dennis Pike  
MEG GIANNA STR 328,746 Mean Max  
NEMESIS 1,633,200 Adam Wade  
OPERATION THUNDERBOLT 78,600  
Adam Annen  
OPERATION WOLF 776,350 W Diaz  
OUTRUN 16,952,780 (c) Adam Wade  
PARADROID 103,080 Chris Nilso  
PAPERBOY 103,100 (c) John Nunes  
PIRATES 143/100 D Steward  
POWERDRIFT 872,940 (c) A Annen  
QUE-DEX 639 Chris Byrne  
R-TYPE 1,890,210 Abul Prasad  
RAINBOW I 7,653,241 A Malinowski  
RAMPAGE 180,000 Adam Wade  
RICK DANGEROUS 66,280 A Annen  
ROBOCOP 237,170 (c) Adam Wade  
ROLLING THUNDER 417,280 A Wade  
SALAMANDER 235,300 Paul Millward  
SHINOBI 664,372 (c) Winston Diaz  
SILKWORM (H) 965,200 (c) A Blanch  
SILKWORM (J) 244,500 (c) A Blanch  
SKATE OR DIE Freestyle 22,850 Joker  
STREET FIGHTER (c) 168,900 A Wade  
SUPER CYCLE 223,040 A Gormly  
TARGET RENEGADE 330,450 C Byrne  
(clocked)  
TEST DRIVE 36,144 (c) John Nunes  
TEST DRIVE II 249,543 (c) A Batroc  
TETRIS 35,335 (459 lines) A Annen  
THE TRAIN 9,500 (c) Adam Annen  
THUNDERBLADE 1,734,040 T Morrison  
THUNDERCATS 269,500 J Wright  
T.M.N TURTLES 1292 Adam Annen  
TRAZ 54,560 Dave and Sue Upton  
TURRICAN 1,239,040 A Malinowski  
UNTOUCHABLES 70,230 S Watford  
WIZBALL 999,999 (c) G. Beaven  
WONDERBOY 560,320 Happy Hacker

Scores followed by (c) indicate that the game has been completed.



MICHAEL SPITERI'S

# Adventurer's Realm

**W**elcome once again to the wonderful world of Adventurers' Realm. If adventure games are your liking then you'll like this part of the magazine. If you're stuck in any adventure game, first check the list of free hint sheets. If the game you are stuck in is listed there then write in for one pronto!

Then check out the Clever Contacts - we have grouped together Australia's smartest adventurers who are all willing to help you out - write in now for a free listing!

If your problem is still not solved, send it in here to the Realm, and if I can't help you, I'll display your letter so millions can think about your problem. You don't have to be stuck to write to the

Realm, in fact, you can write in to me about anything concerning adventure games. Adventurers Realm, 12 Bridle Place, Pakenham Vic 3810.

If role playing games are your scene, then drop a line with your problem to the Dungeon, where Kamikaze Andy (alias Andy Phang) is waiting with his barrel of hints and tips. The address of the Dungeon is: Realm's RPG Dungeon PO Box 1083 Canning Vale WA 6155.

ALWAYS ENCLOSE A STAMPED ADDRESSED ENVELOPE.

Finally, if you are having problems with arcade games - then too bad. You're not going to get much help here, so send your problems to Phil Campbell in the main entertainment letters page. Confused? Don't be. It's simple.

hint sheets are being handled at an amazin' speed.

Readers of the Realm are entitled to up to four hint sheets from the list below. The address to write to (with your stamped addressed envelope) is: Free Hint Sheets, 12 Bridle Place, Pakenham Vic 3810.

*Pool of Radiance, Corruption, Maniac Mansion, Zak McKracken, Indy, Zork 1, Zork 2, Zork 3, Bards Tale I, Bards Tale II, Bards Tale III, Guild of Thieves, Jinxter, Pawn, Fish, Uninvited, Deja Vu, Hampstead, Hitchhikers Guide, Faery Tale, Borrowed Time, Dracula Pt2, Never Ending Story Pt1, Hobbit, and ... The Clever Contacts Listing.*

## Free Hint Sheets

Kerrie is getting into her scuba gear as she prepares to dive into the latest sea of hint sheet requests. Even though, like myself, she is overworked and underpaid, all requests for the Realm's free

## Computer Adventure Games - Hints and Tips (or ... The Second Adventurers' Realm Hint Book)

The new Realm hint book is out AT LAST. Rush down to your newsagent now before copies run dry. If your newsagent doesn't stock it, then dob them in to Darrien on (02) 398 5111.

This second book features detailed clues to over 25 top notch adventure and roleplaying games. Including *Kings Quest V, Space Quest IV, Pool of Radiance, Conquests of Camelot, Sorcerers Get All The Girls*, plus many more. Just look out for the chubby dragon on the front cover!

There are a handful of copies left of the first Official Adventurers Realm Hint Book. Priced at only \$9 for clues to over forty classic adventure games. Contact Darrien to order your copy now.

## Realm's Adventure Chat

Back in May, Mrs S Symonds wrote in asking Realmers if they had heard of *Rick Dangerous 2*. Matthew Armstrong has replied ...

"I have the game. I have passed all except the last level without cheating. If you need to know anything about the game, write to me at 11 Harcombe St, Bell Post Hill, Geelong, Vic 3215."

**MS:** I think Mrs Symonds was more interested in where she could get hold of the game. Still, I suppose Matthew should know this information. Matthew is also a Clever Contact who can help out in quite a few games.

Peter Colelough writes in praise on a Sierra game and a Clever Contact ...

"I would like to thank one of the Clever Contacts, who has helped me out in a big way. Firstly, Felicia Holmes replied to my letter quickly even though she had the hassle of moving house,



secondly she gave me the exact help I needed for *Death Knights of Krynn* and *Police Quest*. Thanks a heap Felicia! I enjoyed *Police Quest* so much that I went out and bought another Sierra game called *The Colonel's Bequest*. While this game seems as good as *Police Quest*, I am stuck yet again!"

**MS:** Felicia Holmes is obviously a great contributing factor to the service and reputation offered by the huge network of Clever Contacts. There are more Sierra games where *Police Quest* has come from. *Police Quest III* features amazing realism for an adventure game, and if it's romance and adventure you're after, check out *Robin Hood*!

Allan Mills of 36 Pickworth St, Holt, ACT 2615 writes ...

"I have finished *Monkey Island 2*, so you can add that to my Clever Contacts list. I enjoyed *Monkey Island 2* a lot to be honest, some of the problems like the two above (see Help, Help and More

Help) caused some frustration but it was worth it in the end. I must say, the easy mode was quite an interesting concept and probably much appreciated."

**MS:** You couldn't call it an adventure game if it doesn't frustrate you! *Monkey Island II* is one of the better adventure games on the market for the Amiga. I wonder what else Lucasfilm have up their sleeves?

By the way, Allan can also help out in *Maniac Mansion*, *Ultima 1, 2*, *Neuromancer*, *Space Quest 1, 3, 4*, *Leather Goddesses*, *Larry 3*, *Pool of Radiance*, *Azure Bonds*, and for starters in *Kings Quest IV*.

On the subject of Clever Contact, here is Heath Kirby Miller's updated list of games he can help in (write to him at RMB 221, Sunraysia Hwy, Stuart Mill, Vic 3478).

Commodore 64: *Trouble at Bridgeton*, *Adventure in Time and Space*, *Cranmore Diamond Caper*, *Runaway*,

*Shadow of the Beast*, *City of Atlantis*, *Escape*, *Bloodwych* and *Castle Master* (maps), *Times of Lore*, and *Elvira*.

Amiga: *Larry 3* hints, *Kings Quest V* hints, *Cruise for a Corpse*, and *Heart of China*.

In June, Clever Contact Travis Howell of 1a Eulinga Avenue, Aspendale, Vic 3195 offered to supply a party of characters if you send him a C64 diskette. This has been a popular request, so could future requests please enclose some cash to cater for postage and packing.

Finally, Paul Andrews of 10 Sovereign St, Hallet Cove, SA 5158 is willing to pay top dollar for *Zork III*, *Beyond Zork*, or any other Infocom games (except *Zork I, II*, and *Suspended*) or text adventure games for the C64. His phone number is (08) 381 5807 but only ring him before 2.30 pm.

Paul also has *Starflight* for C64 for sale.

## Problems, Problems & more Problems or the Troubled Adventurers Dept.

Matthew Beetson of Bega in NSW is currently stuck in *Eye of the Beholder*. He wants to know what the combination lock (be quick) is for on Level 9, and how to solve it?

Raymond Clegg from Moe in Vic is stuck in *Prince of Persia*. Getting past level four seems to be his problem, with dead ends in some directions, and a mirror in another. He would be very grateful for any directional clues. (PC: I think the mirror has got something to do with your alter ego! But if you're still stuck, press and hold 'CAPS LOCK' while pressing 'L' to skip levels.)

Peter Colelough is having nightmares presently playing Sierra's *Colonel's Bequest*. He has found all four secret rooms, but is stuck, stuck, stuck. What does he do next? Any takers?

H W Farlow of PO Box 342, Mt Druitt, NSW is having a testing period in *Indy*. He is at the stage of the game where he is confronted by six skulls - five of which have to be pushed in a musical sequence. The diary indicated that the sequence is B,C,E,G,E. However this tip does little to lighten up HW's efforts - this problem has been puzzling him now for six months! Can someone put HW out of misery? Please write to the address above.

Paul Andrews of Hallet Cove in SA is stuck in many golden oldies. In *Zork II*, how does he remove the bank bills and the portrait from the bank? (MS: Try this ... Get portrait, enter curtain, enter south wall, enter curtain, get bills, enter north wall, leave, return, get bills and portrait, and enter curtain. By the way, if you've only got this far in *Zork*

*II*, then you are no way close to completing the game, which makes Paul Andrews of SA - Zorker of the Year).

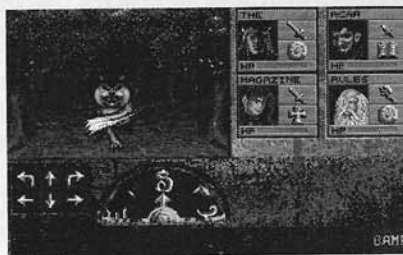
Paul is also stuck in *African Safari*. He wants to know what to do in the desert after riding the elephant.

Then in *Drak* (boy, we are really going back in time now), in the passage with the torch, rope, and matches, how do you enter the passage behind you?

Finally, despite help from a Clever Contact, Paul still cannot cross the bridge in *King Solomon's Mines* - after he enters the commands he ends up back where he started! Sheez, life sure is tough, eh Paul?

Noel McAskill of Revesby, NSW very rarely writes to the Realm for help - he is normally giving it out! However, the sequel to *Mortville Manor* - *Maupiti Island* has got Noel really stumped. He asks the following questions:

- 1) What does he do in the cave with the fountain and the giant sea-shells?
- 2) How does he enter the locked blue room?
- 3) Is there any secret about the piano? and finally
- 4) Are there any important conversations, bribes, or beatings?





## Help, Help & more Help or the Smart Adventurers Dept.

### *The Immortal*

Back in June, Brett Higgins was stuck in this game. D J Clark and Peter Georges send in the following response: To get to level three, you must find the two gems. When the old man won't give you the gem, throw the dust of compliance over him. Find the stone, and buy the slime oil for boots from the merchant (if you refuse to pay the first time and then ask again he will lower his price). Go to the slime room (the room before the one with the circles on the

floor), put the oil on your boots, walk into the slime and drop the rock. Take the three gems to the room with the circles and drop the three gems in the three holes in the circles (the places where the gems go is important).

The goblin king gives you the order if you give him the water before he dies, a trapdoor should open in the floor. Climb down the ladder in the trapdoor to finish the level.

### *Monkey Island II*

In the May issue, Mark Healy was stuck in this game. Alan Mills of Holt in ACT offers the following advice:

To win the spitting contest you need to buy a blue and a yellow drink from the bar on Scabb island. Mix the drinks to thicken your spit (MS: Boy! Tasty stuff!) when you drink the result. Also, buy a ship's horn from the nearby store then blow it. While the judge is gone, move the flag. I think the wind might be relevant. To win the drinking contest,

simply put Captain Kate's brochure on your wanted poster. When she gets arrested, go to jail and free her. Take her envelope and open it. The near grog she has is used to win. Now while the pirate is getting his own grog, pour out yours on the tree in the back and replace it with some near grog.

### *Battletech*

Peter Georges helps out Michael Goodman, whose problem appeared in the June issue: At the star map you must highlight the following planets: Pesht, Benjamin, Skye, Ryerson, Kathil, and Archener. Then go to the terminal near the entrance ladder and you will be given a white code. Switch on the hyperpulse generator, and then go to the hyperpulse itself. I don't think you can ever find Jason's father.

### *Tusker*

Peter Georges helps out Cheryl Galpin this time, who managed to sneak in an

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arcade game problem (ummmaaaa!!!) We'll keep it brief, Peter's advice is:

On any level, move to the bottom of the screen to the right of the first screen from that load. Press fire on the joystick in port 1. This puts you on the last screen with all objects held.

## The Dungeon by Kamikaze Andy

Some hopeful news for Ultima fans this month. After speaking with Richard Garriott (aka Lord British), there is a slight chance that *Ultima 7* (and maybe *Ultima Underworlds*) will make it to the Amiga. However, this will depend on the sales for *Ultima 6*, and it will also be likely that the Amiga version will be licensed out to specialized third party Amiga programmers instead of being an in-house job.

To make something like *Ultima 7* run reasonably on a standard 68000 Amiga (and remember that the MS-DOS version requires at least a 386SX to be playable), Garriott said that some features from the original PC version would probably be removed. Origin are also reluctant to spend more money to develop a whole new gaming "engine" for the Amiga, since they can't use the system developed for *Ultima 6* with *Ultima 7*.

Other Origin products like *The Savage Empire* and *Martian Dreams*, which do use the *Ultima 6* engine, will appear on the Amiga shortly. (MS: Sounds to me like Amiga users will get a raw deal whatever format the new *Ultimas* will be released in).

Computer games are becoming million-dollar businesses, in terms of sales AND development. Origin estimate the total cost of *Ultima 7* to be around US \$1.1 million, while Electronic Arts has reportedly sunk nearly the same amount into *Bard's Tale IV*. The rewards can be as big as the costs, though.

*Ultima 7* recouped its costs and actually started making profits on the very first

## Monkey Island I

Here are some cryptic hints from a hint sheet sent in by Matthew Armstrong of Geelong in Vic:

The way of getting past the troll is very fishy. To scare away pesky seagulls,

day it shipped! Needing to sell 50,000 copies to break even, Origin reported ADVANCE orders of over 60,000. Now that the game has been on the PC market for a few months, it has already sold twice that amount.

Lucasfilm Games has officially changed its name to LucasArts Games, and the first product from its illustrious stables is *Indiana Jones And The Fate Of Atlantis*. This long awaited adventure will debut shortly on the Amiga, and it promises to be a real winner. LucasArts have a few other adventures up their sleeves, but perhaps the biggest news (probably of the year) is their recent confirmation of a Star Wars space combat simulator, along the lines of *Wing Commander*. Let's hope that this game (titled *X-Wing* for obvious reasons) will eventually make it to the Amiga!

## 'Long awaited adventure'

SSI have promised to bring out *Tales Of Magic* by the end of this month (whether they will actually do so is another story). *Treasures Of The Savage Frontier* is apparently the last in the *Savage Frontier* series, and will also appear shortly. SSI's newest AD&D projects will feature a completely new system, which premieres in *DarkSun: Shattered Lands*. Fans of *Eye Of The Beholder II* can now expect the sequel in early 1993.

There has been no word from Legend Entertainment on its rumoured conversions of its hit Spellcasting graphic adventure series to Amiga format. While Amiga adventurers are convinced that their machine can handle all the technical requirements of Legend's games like *Spellcasting 101*, *Spellcasting 201*, and *TimeQuest*, it seems that the folks at Legend aren't as convinced about the viability of the Amiga adventure market. Legend have put most of their staff into developing a new system for its latest releases such as *Frederick*

try stamping on the other side of the pier. To buy Stan's old ship you will need to have credit from the shopkeeper. Eat some cereal from the ship's galley. Tickle a ghost to get his grog (you'll need a ghost feather). Put LeChuck out of action with a bottle of root beer.

*Pohl's Gateway* (and its sequel) and *Eric The Unready* on the PC instead of Amiga development. The only way to get their attention, guys, is to make a lot of noise! Start writing in to Legend now! (PC: Another way is to actually BUY their products instead of pirating them!)

Sierra fans have less to worry about. The company's recent demos of *King's Quest VI*, *Space Quest V*, and *Quest For Glory III* suggest that the same basic system found in their latest games (like *Police Quest III*) has been retained, and any Amiga conversions should be a piece of cake.

Affiliated label Dynamix has been undergoing a bit of strife lately, with President Jeff Tunnell resigning and forming his own company, and chief games designer Damon Slye also leaving. The sequel to the hit *Wilky Beamish* will still appear as a Dynamix title, probably early next year. Currently Dynamix are working on a series of role playing games based on sci-fi author Raymond Feist's works.

Most of the games that appear on the Amiga originate from Europe and the UK these days, though the majority of these are arcade type affairs. Sadly, it looks like US developers are reducing their support for the Amiga in favour of the MS-DOS. There are two ways Amiga owners can deal with this (well, actually, there are three, but I do not recommend jumping out a window from the top of a 50-floor building at all).

The first is to flood US companies like Origin and Legend with mail demanding Amiga support. The other is to support those (UK and Europe) companies that are starting to produce Amiga adventures and RPGs, like Core Design's *Heimdall*, or Mindscape UK's *Knightmare*, or Coktel Vision's *Fascination*. Not just any old product with the label "Amiga" on the box, but good quality efforts like those above. In the end, it always comes down to the consumer. And that consumer is YOU.



# GLOBAL EFFECT



**Remember the Rio Earth Summit? George Bush made waves when he talked about the problems of getting progress and the ecology in balance. But before you point the finger, you'd better try it yourself, says Phil Campbell.**

**T**he global environment is the flavour of the decade. And here's the big question. If we started the world all over again, would we do any better? Trendy Ecological Summits aside, have we made any real progress? Or if we started tomorrow with a clean, new world, would we end up in exactly the same mess? If it's anything like my office desk, let me warn you - the news is all bad.

*Global Effect* is a new computer simulation that invites you to explore the possibilities. It's an eco-conscious *Sim City*, a game that invites you to design and build your own civilisation from the ground up. And it's all done with considerable charm, style and flair - *Global Effect* is not only educational, it's challenging, and it's fun.

The game features three playstyles, each with a different objective. If you're feeling creative, you can start from scratch and create a whole new world. If you're in the mood for a challenge, you can elect to save a pre-configured world from disaster. And if you're feeling aggressive, you can choose Rule The World mode and play competitively against another potential dictator - naturally, you'll do it in a way that's ecologically sound.

First things first. Let's create. I can choose from eight ready made environment types ranging from an arctic wasteland to a heavily forested young planet plagued by seismic activity. I decide on the more complex option, and set up the parameters for a brand new world of my own.

The creation process doesn't take long. After a momentary pause, I catch a first breathtaking glimpse of my brand new world. It's a lush green land with idyllic lakes and rolling hills - a blank canvas, waiting for me to splash on the colours of civilisation.

An intricate panel at the side of the main display features a neat icon-based control system. Click on a slider control and a series of "construction tools" scrolls through a small window. Stop when you find the one you want, then simply click

on the main display to carry out your action.

There are tools to create everything from farms to city blocks, from nuclear power plants to coniferous forests - the building process is easy once you've mastered the necessary rules. Be aware, for example, that you'll need to link power plants to your city blocks with power cables. And you'll need pipelines to pump water into your purifying plants, and from your sewerage plants to the - uugh - sea.

My plan is simple. I'll create a rural economy, with scattered farms and a small city nearby. A heavy investment in solar power plants should provide for the energy needs of the community in the short term - I'll leave the tough decisions about nuclear power until later.

The first fourteen years pass fairly uneventfully. Messages at the top of the screen tell me that I have attained "commendable farming coverage," but my "economic standing is extremely low" and I have an "extremely bad fresh water supply." Oops! That's because I didn't get around to building a Water Purification Plant. And I'll need a Sewerage Treatment plant too.

*Global Effect* is a fascinating game. It's scientifically accurate, with plenty of educational details - everything you do has an effect on your planet's ecosystem, and there's plenty of scope for learning by trial and error. The graphics on the Amiga version are delightful, and the stereo sound track is superb. Best of all, *Global Effect* raises environmental issues in a way that's realistic and balanced - when you play, you'll experience the real-world difficulties of juggling economic growth with environmental stewardship first hand. Highly recommended.

Distributed by Electronic Arts  
(075) 911 388. RRP Amiga  
\$69.95.



Ratings  
Graphics: 86%  
Sound: 84%  
Gameplay: 89%  
Overall: 88%









# Eye of the Beholder II

## The Legend of Darkmoon

**Is there any beauty in the Eye of the Beholder?**  
**Dave Sanna says yes, as he checks out the**  
**second installment in the series.**

*Eye of the Beholder II: The legend of Darkmoon*, is an all 3D role playing adventure based on the popular AD&D 2nd Edition game rules, and on an original story created for this game. The action takes place in and around the dreaded Temple of Darkmoon, located in TSR's Forgotten Realms game world.

Everything in *Eye of the Beholder II* is viewed from a first-person perspective. Watch the trees pass you by as you move through a forest around the temple. Pick up items such as daggers, rocks, magical swords, and femurs. Femurs? Yep, femurs. They're in the ... aahh, no ... I'll let you find out for yourself. There's no limit to the amount your characters can pick up and carry, which is good. That's typical of the game. It gives you a lot to think about without being too complex.

*Eye of the Beholder II* is a fast game with good quality graphics. The scrolling is smooth, and the pictures stay in one piece when you do decide to move. The animated enemy attacks are well done - you'll see the razor sharp claws of the wolves as they attack your front line of characters. Other enemy like the monks in the tower of Darkmoon move their hands as they throw their weapons or cast their spells. And the intro sequence is nice.

You can open doors with keys or by pressing buttons or pulling reversing levers. You'll see monsters draw nearer to you for battle at close quarters. You can attack with weapons that your char-

acters have in their hands, or cast spells with your clerics' or paladins' holy cross symbols and your mages' spell books. Those in the front of the party may strike with their axes, swords and maces, while characters in the rear can attack either with spells or with ranged weapons like bows or darts or rocks.

The whole game can be controlled with the mouse for fast and efficient adventuring and battles. You can have up to four characters, each with different morals, characteristics and capabilities. You can choose your own graphic image for each character too. The playing screen is simple, and holds enough information to keep you going. There are a multitude of magic spells, like the faithful fireball, and the magic missile

which we've grown to appreciate over the years - traditional role playing fare. The clerics boast an equal amount of power having the flame blade and slow poison.

Unfortunately, there's not much in the line of music. Nevertheless, the sound effects make up for that. The sound of clashing swords onto burning flesh and muscle, of an arrow finding its target, of an enemy screaming in pain ... lovely.

*Eye of the Beholder II* is an enjoyable RPG, with what I'd expect will be a medium term playing life.

Distributed by Electronic Arts (075) 911 388. RRP Amiga \$69.95.

#### Ratings:

Graphics:	73%
Sound:	78%
Playability:	85%
Lastability:	74%
Overall:	76%





# Quickshots

by Juris Graney



I have seen and played some pretty weird games since I have been working for ACAR, but I have to say that *Apidya* is the weirdest ever. For a start, your on screen character is a bug - it looks very much like a wasp, but I can't confirm this because the instruction booklet is all in German. Secondly, your main task is to kill a bunch of other insects - grasshoppers, snails, butterflies

and normal every day houseflies. There are other trouble makers too, like yabbies and a huge burrowing mole.

The first level pits you against flies flying in formations never thought possible. These are closely followed by a complex wave of mosquitoes. Then you will be under a barrage of ground fire from a dung beetle. A snail will hamper your way until you blow its head off. All

the while more flies come falling from the skies attacking you. This may sound boring, but if you have played such games as *Venus The Flytrap* from Grem-lin, you'll be closely in tune with nature.

Weapons are not a problem in *Apidya*. After killing a whole wave of creatures, or killing a prominent figure in the game, a small flower is released. Collect a few of these and your weapon display at the bottom of the screen will go crazy.

Scratch the surface and you'll find *Apidya* is just another scrolling shoot 'em up. It's much the same as any number of other games, and it loses its novelty and becomes boring way too quickly. The graphics are quite okay and the sound is good, but the gameplay needs a bit more spice. Not much of a stayer - if you're looking for fun, keep walking. You won't find it here.

## Quickshot Ratings:

Graphics:	76%
Sound:	65%
Addictiveness:	56%
Lastability:	45%
Overall:	61%

# Wreckers

Nobody knows exactly why the young spacefaring world of Earth should have taken upon itself the task of marking out the Galaxy. And nobody knows why a company would bring out a game based on doing such a pathetic task. But that's the main idea behind *Wreckers*. Some idiot decided a long time ago to mark out the galaxy, and you have the task of protecting a speck of plasnoglass in the middle of space. You are Flying Officer Paul Tweddell - or, if you're in the middle of an identity crisis, you can be one of the other two characters.

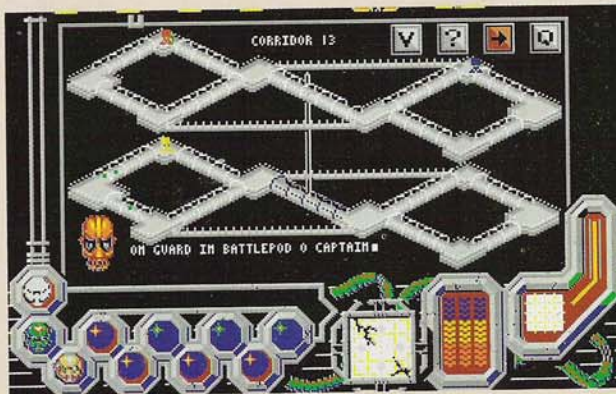
Although protecting a speck of plasnoglass on the outskirts of space may seem insignificant to you at the moment, think about the future of your kids. Maybe they might want to do this for a

living. Anyhow, your quest in this mammoth game is firstly, to maintain the galactic transmitter, which sends waves across the galaxy to guide ships through deep space. Secondly, you'll have to defend your station against serious damage or invasion from alien landgrabbers.

Easy, you're thinking to yourself. Well wait a bit. Any fluctuations of the bulb signals could send a freighter careering to destruction. If this happens, a

self-destruct sequence will be activated on your ship to shut down the faulty beacon. If you're quick enough, you can avert disaster by ridding your ship of the alien crawlies that are interrupting the signal.

Sound okay? It's not. *Wreckers* is a pitiful game. The graphics are good, the sound is okay, but the gameplay stinks. It leaves you no incentive to come back and win - all you'll want to do is throw your computer out the window. Other than that, I think it has potential. Yes, a potential bench warmer. Or drink coaster. If you want some genuine fun, then leave this game alone.



## Quickshot Ratings:

Graphics:	65%
Sound:	75%
Addictiveness:	43%
Lastability:	44%
Overall:	49.99%





**Y**ou're Jim Power, chief of the Special Warfare Unit for the Security of President Halley (SWUSPH). You're chief because you're hot - an unrivalled sharp shooter, that "innate aptitude" that makes the greatest detectives, and you're good looking as well.

One night President Halley rushes into your apartment and tells you a gruesome tale. His daughter Samantha has been kidnapped by Vulkhor, the devil from the Mutant Planet in the galaxy Exortos, 538 million light years from earth. Halley's request? Rescue Samantha.

In your travels, you'll have to face a myriad of troubling creatures, and escape from frightening traps. Once you reach the hostile planet you'll be traveling on foot - eventually, you'll have a Jet-Pack, a super powerful motorized flying device. You're equipped with eight standard weapons, and two amazing Mega Weapons. My favourites were the gun with multiple shooting configurations, and the frightening smart bomb. It won't be long until you bump into mutants, monsters, zombies, wild beasts, vultures, skulls, carnivorous plants, spiders, and other strange creatures. Annihilate as many as you can. Take care though, some of them can't be destroyed, so be happy if you can avoid them and try not to waste your ammo.

You also have to look out for acid drops, stakes, flames, stalactites and killing barrels that can impede your travels. All these charming objects can fall from nowhere and you will have to rely on your reflexes to avoid a quick and painful death.

You'll find plenty of bonuses along

the way to freeing the gorgeous Samantha. Modules floating in the air explode and release shields, clocks, fruits, 1UP bonuses, diamonds, SB bonuses and keys. All are vital to your success in the game. If you see a key, and can't get to it. Think a bit and try something out of the ordinary. It works for me.

*Jim Power* has a total of five huge levels. There are fifty screens in each level, including an impenetrable forest, a strange city, some gloomy caves, an

absolutely huge crater and to top things off, a boundless ocean. Parallax scrolling uses between three and 12 planes, giving a dramatic sense of depth.

The game is presented well. The graphics are good, which makes it more fun to play. I found it a bit repetitive at the start, but once past the first stage, things get more rough and more fun. The sound is excellent. With a digitized voice telling you your score, and an excellent musical track, *Jim Power* is a treat for your ears. *Jim Power* in my mind is an excellent game. It will take you a long time to complete it, because there are no codes for levels. You'll need plenty of stamina to stand up to the battles you'll be facing! In short, another great game from Loricel.

#### Quickshot Ratings:

Graphics:	89%
Sound:	87%
Addictiveness:	87%
Lastability:	88%
Overall:	90%

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# Discovery: In The Steps of Columbus

***Come a'sailing with Andy Phang as he follows in the footsteps of Christopher Columbus.***

As the press blurb in this new Amiga strategy game reminds us, 1992 is the 500th anniversary of ol' Chris Columbus's epic voyage across the Atlantic into the New World. Whether this even is to be remembered as one of mankind's most significant steps forward or backward (given the eventual subjugation of American natives and the destruction of ancient North/South American civilizations like the Mayans and Incans) is still hotly debated.

In today's world, a date of historical importance like this one presents lots of commercial opportunities. Already we have three different Columbus movies due out later this year, and from UK software house Impressions comes the first Columbus computer game: *Discovery - In The Steps Of Columbus*.

Remember the classic Electronic Arts game *Seven Cities Of Gold*? Well, *Discovery* is basically an updated version of that game, but with quite a number of added enhancements. The graphics are much sharper and more colourful in line with the Amiga's capabilities, but strangely enough the visual presentation remains similar to *Seven Cities*.

Explore the New World, forexample, and your groups of settlers are represented by little animated icons going about their settling tasks (such as clearing the land, building new homes, and fighting with natives). In parts of *Discovery* you will be shown a full screen picture depicting special events

(like meeting your competitors in the local Inn, or sighting land). Competitors?

Did I mention competitors? Yes, you will find yourself in a race against other countries to discover, explore, and conquer the new lands over the horizon. When you start off, select a nation to pledge allegiance with, and your rivals will then be made up of representatives from the other available 15th century European empires. Strangely enough, you can choose to be a "Colonial" power and sail under the Stars and Stripes! Maybe a flag doesn't really mean that much anymore...

There are four different objectives which you may decide upon at the beginning. The first is the Free For All, which requires you to force all your enemies into bankruptcy. The next is El Dorado, where your main objective is to seek out the legendary city of gold. The other two objectives are the Land Race (you win if you have more land than any other competitor after 50 years), and the

option for all you budding Gordon Geckos out there, the Cash Race.

*Discovery* can be an easy game to get into, since there are multiple difficulty levels (from novice to grandmaster). However, it is definitely more complex than *Seven Cities Of Gold*, which can remove some of the "fun" element from it. Having to take control of all your settlements spread across different continents, as well as keep up to date on the world trading markets and the conditions of your trading fleet can be frustrating. This complexity will undoubtedly delight fans of *Seven Cities* who wanted greater strategic depth from the classic.

In *Discovery*, your success or failure hinges on your ability to maintain stability in every situation. For example, your trading ship might be under attack from pirates, when suddenly you're informed that one of your settlements has fallen prey to the natives. Then you discover that world prices of gold have dropped just when you have invested all your savings in a new mine. And that's not the end of it! You'll have to spend money to build forts and warehouses, construct shipyards, fill in swamps (otherwise you'll have lots of mysterious "missing persons" cases), clear forests, farm the land, build churches to convert the natives ... my mind is already reeling.

*Discovery: In The Steps Of Columbus* is a game that will strongly appeal to fans of *Seven Cities Of Gold*, and strategy gamers looking for some variation from their usual lot of wargames may also want to give this a look. The manual

enclosed is superb, with extensive information on the history of the voyage by Columbus from an unbiased viewpoint. The game itself will certainly last just as long!

Distributed by  
Direstsoft (02) 489 7853.  
Amiga \$79.95.

Ratings	
Graphics:	75%
Sound/Music:	70%
Gameplay:	80%
Overall:	80%





# SAMURAI

## THE WAY OF THE WARRIOR

**Remember Shintaro? Probably not. He was the original Samurai good guy back in the old days when TV came in two colours - black and white. Greg Munro jumps backwards with joy as he checks out a Samurai game with a difference.**

I opened the latest review parcel and groaned. Samurai! Not another martial arts game! I hate kick-em-to-death games more than Phil Campbell hates RPGs! Fortunately, I was wrong. *Samurai: The Way of the Warrior* is not a ninja game at all. No, it's a strategy wargame, so all you ninjoids can turn the page, and strategists read on ...

*Samurai* is from Impressions, a group specialising in period wargaming. I recently reviewed their games *Great Napoleonic Battles* and *Charge of the Light Brigade*. This new game is very similar to *Light Brigade*, except that it is set in 16th century Japan.

The historical background in the Impressions documentation is very, very impressive. The *Samurai* manual has been written by someone who knows both English grammar and Japanese history! I learned quite a bit about the cultural background of modern Japan by reading it. *Samurai* is set in one of the most chaotic periods of Japanese history - a time when many "Daimyo" (Nipponese Barons) vied for supreme control in a state of perpetual civil war.

There are two levels of play. At the strategic level you allocate resources from your five cities to raise armies and move them about on a map of Honshu. The aim is to capture your opponent's five cities and protect your own. Whoever controls all ten cities wins the game. At the lower, more tactical level, you fight battles. In this phase you begin by deciding your initial battle formation. There are seven traditional formations to choose from, with

exotic Japanese names such as "Hoshi" (Arrow Head), "Gyorin" (Fish Scales), and "Saku" (Keyhole). Some are defensive, some offensive. You choose according to the relative size and composition of your army. You can also make up your own formations, but it's a bit tedious.

Battles progress in "real" time, but you can freeze the action at any time to issue new orders to your men. Or you may prefer to sit back and watch the result of your pre-chosen battle plan. As in *Light Brigade*, each battle unit is represented by a small figure. Units have five attributes: attack and defence strengths, missile power, morale, and numbers. The program uses these when calculating the outcome of skirmishes. In a fight with other units, a piece may win, retreat, be routed, or be annihilated. Morale is important. Units with low morale ignore orders to fight. Morale is lifted when surrounded by friendly units, which makes formation tactics crucial. Lone suicide attacks on the opposing general tend to fail!

You move individual units, groups in formation, or the whole army. Groups

may form into 24 different patterns, which is more complex than *Light Brigade*. On the other hand, things like movement speed have been simplified in *Samurai*. All foot units move the same. Riders travel twice as fast. Rivers slow men down, but other terrain isn't important. The scrolling method for viewing the battle is an improvement on *Light Brigade*.

There are seven unit types: Leader, Samurai, Mounted Samurai, Arquebusiers (gunmen), Archers, Signals, and Spearmen. Units with long range attacks - Arquebusiers and Archers - can be devastating to an enemy advance! The Signals corps are wimpy fighters, but are essential for conveying orders to the whole army. Spearmen are cannon fodder, and Samurai are the fiercest fighters. Choosing what to do with each type of fighter in a battle is a real art.

After some disastrous failures, I managed to beat Ami and win the game, but it took all night. I felt sorry for the computer's last wimpy little force, which consisted of three spearmen, as they faced my largest army of nearly 300 warriors! The next challenge is to try the harder settings. Then there's the two player option.

*Samurai* is almost entirely mouse and icon driven, with optional keystroke commands. You can play either side, with human or computer opponent. You can vary the difficulty. Graphics are ordinary, and sound FX are very basic, betraying their IBM origin. *Samurai* can be installed on a hard disk, and up to three games at a time can be saved.

A few minor annoying things, but the game is challenging and addictive if you like a bit of light tactical war gaming. Overall I give it the thumbs up.

Distributed by Directsoft  
(02) 489 7853. RRP Amiga \$79.95.

Ratings:  
Graphics: 65%  
Sound: 50%  
Instructions: 75%  
Playability: 75%  
Addictiveness: 85%





# DIE HARD 2

DIE HARDER

**Fans of Die Hard 2 enjoyed the movie for its mindless violence, says Phil Campbell. The game is much the same.**

**W**hen it comes to movie sequels, you won't find many as blatant as *Die Hard 2*. Remember the story? In the original movie, Bruce Willis played the part of Officer John McClane, an off duty detective caught up in a high powered hostage drama in a city office block. Great movie. Top class special effects. And lots of excitement.

Then came *Die Hard 2*. Bruce Willis played the part of Officer John McClane, an off duty detective caught up in a high powered hostage drama in a... well, this time it was in a city airport. Still, not a bad movie. Pretty good special effects. And a fair bit of excitement. But even Officer McClane could see the formula was getting a little tired - "How can all this stuff happen to the same guy twice?" he mused as he huddled in a stairwell. My sentiments exactly. But I guess it saved money on plot development. And recycling is environmentally sound.

Mind you, I'm not here to criticise movies - we'll leave that to Bill Collins. I'm here to talk about games. And the good news is, if you liked the original movie, and if you liked the sequel, now you can play the game. Your own personal copy of *Die Hard 2 - Die Harder* is waiting on the shelves of your local software store.

So what's it like? Pretty much like the movie. The introductory sequence is suitably dramatic; an option screen follows, inviting you to either start the game immediately, or practise on the target range. I chose target practice.

The game is played in first person perspective - the screen shows the view through your eyes, and the mouse pointer

on the screen represents the sights of your standard issue police service revolver. It's pretty run-of-the-mill stuff - targets pop up in the windows and doorways of fake city buildings, or run along mechanised tracks in the roadway. Points are awarded for plugging cardboard bad-guys, and deducted for hitting innocent bystanders.

I didn't go too well. By the end of the round, I'd fired 58 shots; five of them had hit their targets, another six had hit civilians, and my score stood at -900. My next attempt was better; this time I hit 24 bad guys and no civilians - still only 40% of the possible targets, but I decide I'm ready to graduate to the real world.

I click on "Play Game" with my mouse pointer, and suddenly I'm standing in the luggage hall of the airport. Conveyor belts shuttle luggage backwards and forwards across the screen as a group of grey-clad terrorists open fire. To survive here you need to be mighty quick on the trigger finger - a steady aim helps too. At times the odds look insurmountable, but with perseverance I stagger blood-stained into level two.

True to the original plot, this level takes you to the upper level annexe of

the airport. The terrorists aim to destroy the radio communications dish on the roof, giving them complete control of Washington DC airspace. I've gotta stop 'em. But unfortunately, today I'm just not up to the pace. In moments, my vitality meter has plummeted to zero - "Boy did you ever screw this one up," says a message on the screen. "That's one of the worst scores ever!"

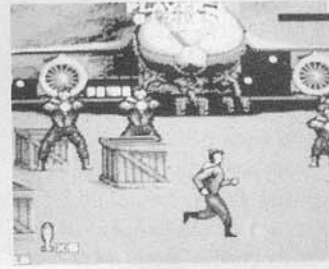
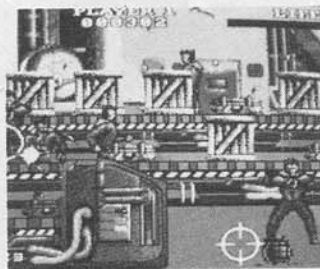
You may do better. And in the event that you survive past this point, you will find there are three more action packed levels to contend with. In level three, you will confront the General in a dramatic runway scene; in level four, there's a dramatic snow bike chase; and in level five - the grand finale - you'll leap from your helicopter onto the wing of the General's departing plane. Make sure you give him the sort of send-off he'll remember.

I played the Amiga version of *Die Hard 2*, and I must admit I enjoyed it. It's every bit as brainless as the movie, but look on the bright side - you don't need to spend the first hour studying a manual.

Distributed by Mindscape (02) 899 2277. C64 \$39.95, Amiga \$59.95.

#### Ratings

Graphics:	78%
Sound:	76%
Gameplay:	74%
Overall:	75%





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